

Más de 100 recursos sobre game learning (g-learning)



Al escribir el libro blanco sobre los juegos casuales, **Abhijit Kadle** realizó una investigación en la web. Al hacerla, fue documentando algunos de los mejores sitios. Así que aquí están – los 100 mejores recursos sobre juegos de aprendizaje a distancia (game learning o g-learning) ideales

tanto para quienes recién se inician en este tipo de e-learning como para quienes desean ampliar sus horizontes.

Esta lista no está catalogado y apunta, mayormente a sitios en inglés.

1. [It is All Fun and Games...And Then Students Learn- Kapp Notes, July 30, 2008](#)
2. [Building Better Learning Games- Learning Visions, April 9, 2009](#)
3. [Marc Prensky – Digital Game-Based Learning](#)
4. [Gadgets, games and gizmos for learning- Clive on Learning, January 29, 2008](#)
5. [How to Delight and Instruct in the 21st Century](#)
6. [What Makes a Learning Game?](#)
7. [Serious Games Blog](#)
8. [mLearn08: MiLK: students building mobile learning games in higher education by Debra Polson- Ignatia Webs, November 12, 2008](#)
9. [Marc Prensky – Twitch Speed, June 17, 2009](#)
10. [Using computer games in education- ThirdForce Blog, January](#)

30, 2009

11. Digital games and learning gains (PDF), June 17, 2009
12. Learning in Immersive worlds: A review of game-based learning
13. Army War College – digital game resources
14. Immerse Yourself in Another Language- Kapp Notes, June 3, 2008
15. Resources: Games and Gaming in Education- Don't Waste Your Time
16. Which name is better – Serious Games or Educational Simulations or...?- The Learning Circuits Blog, October 13, 2007
17. Interactive learning with game-based design principles
18. More Educational Games- Kapp Notes, August 7, 2008
19. Examples from TWITCHSPEED.COM Digital Game-Based Learning, June 17, 2009
20. The Art of Making Video Games- Kapp Notes, June 10, 2008
21. Linking Commercial Games with Defense
22. Colleges Play Games- Kapp Notes, May 27, 2008
23. Casual Games get Serious, June 17, 2009
24. Aspects of Game- Based Learning
25. Walk a Mile in My Shoes: Games Let You Do That- Kapp Notes, July 30, 2007
26. Educause
27. Digital Game Based Learning
28. Good Video Games and Good Learning
29. Digital Games: A Motivational Perspective
30. The use of computer and video games for learning
31. For a Better World: Digital Game and the Social Change Sector
32. Games for Change – Toolkit
33. Lego Games
34. Additional Resources for Digital Game-Based Learning
35. Why Are Video Games Good For Learning?
36. Teaching Educational Games Resources
37. using the technology of today, in the classroom today
38. Simulation Games – A Learning Tool
39. Video games and the future of learning
40. moving learning games forward
41. 36 Learning Games to Change the World
42. Game Development Research

43. [BBC School Games](#)
44. [Yes You CAN Create E-learning Games- Bozarthzone , June 22, 2007](#)
45. [Apple Learning Games](#)
46. [And You Thought Mechanical Engineering was Boring- Kapp Notes, August 14, 2008](#)
47. [Adopting Digital Game-based Learning: Why and How- Upside Learning Blog, March 26, 2009](#)
48. [ZaidLearn: 75 Free EduGames to Spice Up Your Course!, December 11, 2008](#)
49. [A Theory of Fun- Clive on Learning, August 16, 2007](#)
50. [Games e-Learners Play, April 29, 2009](#)
51. [The treatment matrix- Clive on Learning, August 5, 2008](#)
52. [PDF: Serious games: online games for learning \(PDF\), June 17, 2009](#)
53. [Where games, sims and 3D worlds meet- Clive on Learning, June 24, 2007](#)
54. [The Top 5 Platforms for Creating Educational Video Games « Educational Games Research, June 17, 2009](#)
55. [Caspian's ILS taxonomy- Clive on Learning, November 17, 2008](#)
56. [24 Questions about computer games and education- The Learning Circuits Blog, August 8, 2005](#)
57. [Casual and Serious Digital Games for Learning – Some Considerations- Upside Learning Blog, April 17, 2009](#)
58. [Clark Aldrich's Style Guide for Serious Games and Simulations: costs for simulation, December 11, 2008](#)
59. [Gadgets, Games and Gizmos: Learning Algebra in a Game- Kapp Notes, November 19, 2006](#)
60. [Latest Issue of The Escapist Focuses on War Games and Gaming, September 23, 2008](#)
61. [Games and the Gamer Generation: Keynote- Kapp Notes, August 10, 2007](#)
62. [Games and Learner Assessment- Kapp Notes, May 30, 2008](#)
63. [World Bank: Serious Games and Urban Planning, October 30, 2006](#)
64. [Top 10 Educational Games of the 1980s- Kapp Notes, September 20, 2008](#)
65. [Game Studies 0102: Cultural framing of computer/video games. By Kurt Squire, June 17, 2009](#)

66. It's Monday, Are You Stressed? Relax with a Unique Video Game- Kapp Notes, October 29, 2007
67. Confessions of an Aca/Fan: The Official Weblog of Henry Jenkins: From Serious Games to Serious Gaming (Part Four): Labyrinth, November 14, 2007
68. Save Planet Helios from ecological devastation!-3D Game by IBM- Kapp Notes, August 29, 2008
69. Serious Games: Slideshow of examples from an event at Harvard Business School, December 13, 2007
70. Email Games, June 17, 2009
71. Trends with Games, December 23, 2008
72. Learning Circuits – ASTD's Online Magazine Covering E-Learning
73. Learning in Video Games
74. Hong Kong Digital Game Based Learning Association
75. Gadgets, Games and Gizmos: MMORPG in ICT Education- Kapp Notes, January 16, 2007
76. GDC's Serious Games Summit- Upside Learning Blog, April 3, 2009
77. Rapid authoring for immersive games and sims- Clive on Learning, January 26, 2009
78. Gadgets, Games and Gizmos: ESL in SL- Kapp Notes, February 13, 2007
79. What is a Game? The Art of Computer Game Design, June 17, 2009
80. TCC09: Digital Learning Environments: Context Sensitive and Imaginative Classes in Second Life, April 14, 2009
81. Why Most Off the Shelf Commercial Games Will Not Work in Education? And What Is The Alternative?, June 17, 2009
82. Textra Games, June 17, 2009
83. Shootorials: Kongregate Teaches You How To Make Your Own Games, October 22, 2008
84. Predictions for 2009, December 30, 2008
85. Simulations – Are They Games (PDF), June 17, 2009
86. Serious Games Enhancing The Rehabilitation Environment, June 17, 2009
87. Training Games, June 12, 2007
88. Eight Myths About Video Games Debunked, June 17, 2009
89. Computer Games and the Military: Two Views, June 17, 2009

90. [Serious Games](#), June 17, 2009
91. [Social Sites, Design, Informal Learning, & Brain Games](#), May 4, 2009
92. [Groupboard](#), May 7, 2008
93. [Why Do People Play Games? – The Art of Computer Game Design](#), June 17, 2009
94. [Video games are good for you!](#), February 13, 2009
95. [Army is to Spend \\$50 Million in Edutainment for Troops](#), November 25, 2008
96. [Playing with Our Heads – Why Video Games are Making our Kids Smarter-and more obedient](#), June 17, 2009
97. [Federal Consortium on Virtual Worlds](#), November 19, 2007
98. [Examples of Games Based Learning](#), June 17, 2009
99. [Interesting Web Sites for Game-Based Training, e-Learning and Education:](#), June 17, 2009
100. [Fourteen Forms of Fun](#), June 17, 2009
101. [Humano Digital](#)

Fuente original: [Upside Learning](#)