Educational gaming is the development of games purposefully designed to educate players and facilitate acquiring knowledge, learning skills and understanding subjects or concepts. Game-based teaching and learning has gradually become a pedagogical trend with growing attraction due to psychological needs and benefits of gaming, such as enjoyment, motivation, engagement, cognition, cooperation, and creativity. Gamification of teaching and learning has also been heately explored and discussed in recent years so as to achieve greater learning outcomes. This reading list contains over 50 publications over the past 5 years and aims to provide rich resources from various topical perspectives.

The Library will periodically add new resources to this list. Links to the full-text are indicated. If you encounter any problem in retrieving the materials, please contact library@sutd.edu.sg for assistance. Please also forward us titles that you would like to share with others in this list.

TOPICS
- Overview
- Early Learning
- Game Design
- Learning Outcomes
- Makerspace
- STEM Education
Overview

Selection of books and articles that offer a broad understanding of game-based pedagogy and gamification in today’s classrooms


Early Learning

Due to greater needs of learning-leisure balance, educational games specially developed for children and teens have sprung up


### Game Design

**Insights on game players' psychological needs, the employment of information and communications technology, and how to achieve the educational purposes**


Learning Outcomes

Discussions on the benefits of educational game as a pedagogical tool in today's teaching and learning, with a focus on its support to psychological needs


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**Makerspace**

A physical space where people get together to collaborate, create, learn new knowledge and skills with fun. Playful games and projects are ideal to fit in the space and realize goals


Studies on how educational games assist learners to excel in science, technology, engineering and mathematics (STEM)


