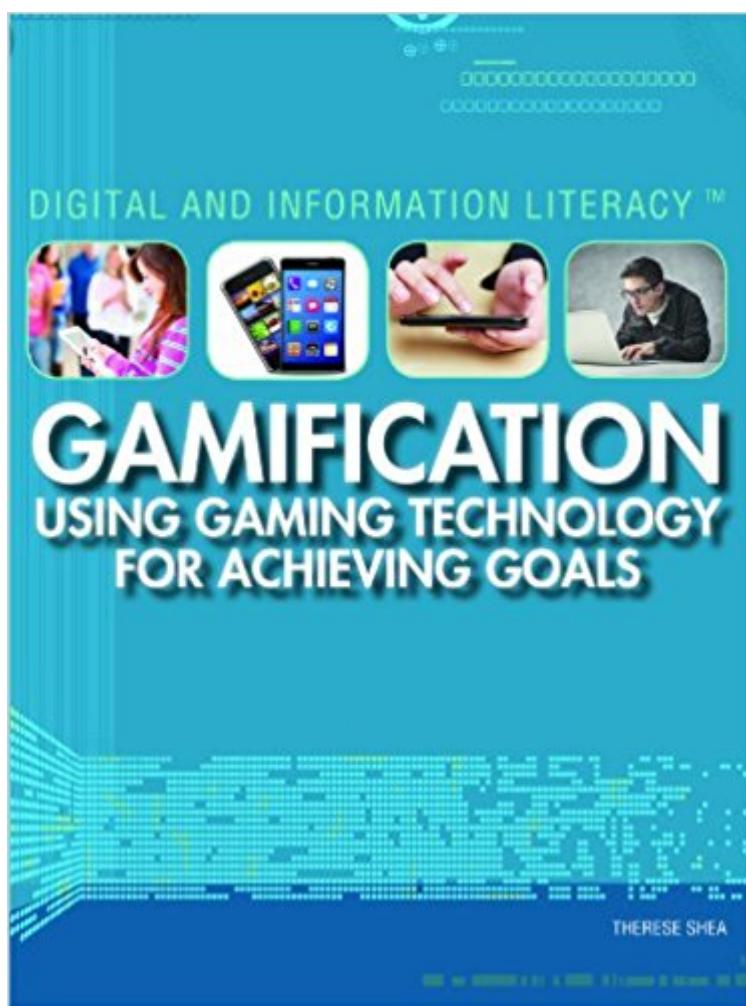


The book was found

# Gamification: Using Gaming Technology For Achieving Goals (Digital And Information Literacy)



## **Synopsis**

The concept of gamification turns healthy behaviors, such as losing weight or helping the environment, into a game that rewards success. This new and exciting niche in the game industry provides limitless opportunities for young people who are interested in the cutting edge of computers and technology, and how it interacts with daily life. This book does an excellent job of explaining exactly what gamification is by showing how technologies such as smartphones and apps are upending the way games are conceived and played. The reader is then introduced to specific examples of gamification concepts in the areas of environmentalism, education, health, and social causes. These include games that incentivize such behaviors exercising, recycling, and volunteering in the community. The examples illustrate the potential of this new concept in computer technology, sparking an interest in future computer scientists to jump into the field.

## **Book Information**

Series: Digital and Information Literacy

Library Binding: 43 pages

Publisher: Rosen Classroom (July 15, 2013)

Language: English

ISBN-10: 144889512X

ISBN-13: 978-1448895120

Product Dimensions: 7.2 x 0.4 x 9.4 inches

Shipping Weight: 11.4 ounces (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #4,689,023 in Books (See Top 100 in Books) #72 in Books > Teens > Education & Reference > Science & Technology > Technology > Electricity & Electronics #421 in Books > Teens > Education & Reference > Science & Technology > Computers #1364 in Books > Teens > Hobbies & Games

## **Customer Reviews**

The Digital and Information Literacy series introduces a varied array of computer-based topics. Though the level of detail varies from volume to volume, the text is generally clear and well organized. Most double-page spreads include at least one color illustration, mainly photos of teens and screen shots of computers and other devices. Although some of the subjects can be difficult to find in other books at this grade level, readers with a strong interest in pursuing the technologies may find the "Further Reading" bibliographies helpful. Discussing games as

motivators, Gamification offers many examples of new computer and mobile games used in fields such as education, health, and the environment. Books in this ongoing series offer useful overviews of current topics in technology. Grades 5-8. --Carolyn Phelan

[Download to continue reading...](#)

Gamification: Using Gaming Technology for Achieving Goals (Digital and Information Literacy) Information Literacy Instruction: Theory and Practice, Second Edition (Information Literacy Sourcebooks) Children, Language, and Literacy: Diverse Learners in Diverse Times (Language & Literacy Series) (Language and Literacy (Paperback)) Copyright and Digital Ethics (Digital & Information Literacy) Managing Your Digital Footprint (Digital & Information Literacy (Library)) Netiquette: A Student's Guide to Digital Etiquette (Digital & Information Literacy (Paper)) Constructing, Using, and Interpreting Spreadsheets (Digital & Information Literacy (Paper)) Better Running Goals: The Step-by-Step Guide to Setting Goals for Your Body, Mind, and Lifestyle Picking and Sticking with New Yearâ€”â€œs Resolutions beyond January ( Inspiration, quick read): On the road to your goals ( New Year's Resolution, goals, organization) Achieving the Single European Sky. Goals and Challenges (Aviation Law and Policy) The Mindfulness Prescription for Adult ADHD: An 8-Step Program for Strengthening Attention, Managing Emotions, and Achieving Your Goals The Keeper: A Life of Saving Goals and Achieving Them The Sketchbook Challenge: Techniques, Prompts, and Inspiration for Achieving Your Creative Goals Goals: Setting And Achieving Them On Schedule The Business of Roller Derby: Setting and Achieving Individual Goals Act Now! A Daily Action Log for Achieving Your Goals in 90 Days The 4 Disciplines of Execution: Achieving Your Wildly Important Goals Actionable Gamification: Beyond Points, Badges, and Leaderboards Gamify: How Gamification Motivates People to Do Extraordinary Things File Sharing: Rights and Risks (Digital and Information Literacy)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)