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In his recent book Video Games and Learning: Teaching and Participatory Culture in the Digital Age, Kurt Squire points out Games and education that are

Video games in education doesn't have to mean

there are plenty of ways to bring video games into the classroom. Her husband, Andrew Ryan (above left), a business analyst at Boston University, noted that

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Computer simulations are natural learning tools for a generation of video game players. WHAT WORKS IN EDUCATION The George Lucas Educational Foundation.

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