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# GAMING THE PAST: USING VIDEO GAMES TO TEACH SECONDARY HISTORY



Taylor Francis Ltd, United Kingdom, 2011. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book. Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, Gaming...

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- Authored by Jeremiah B. McCall
- Released at 2011



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