
Aprendiendo con Videojuegos: Jugar es Pensar dos Veces

Learning With Videogames: To Play is to Think Twice



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Publisher: [NARCEA S.A. de EDICIONES](#) [2]

Year of Publication: 2010

Pages: 168

ISBN: 978-84-277-1688-9

Genre: Sports and practical book

AUTUMN

2010

Season: AUTUMN 2010

Videogames are very useful tools which can establish a connection with young people's interests, and which can help to cater to student diversity, to encourage the use of multiple intelligences, and to support interdisciplinary work, etc. This book presents 30 videogames, many of which will be familiar, and all are easily accessible to both teaching staff and students. Each videogame is perfectly described, and is accompanied by technical specifications and detailed explanation of the educational application for its immediate utilisation in the classroom.

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