



The Multiplayer Classroom: Designing Coursework as a Game

By Lee Sheldon

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Discover how to engage your students and raise their grades and attendance in your classroom. **THE MULTIPLAYER CLASSROOM: DESIGNING COURSEWORK AS A GAME** is your detailed guide to designing any structured learning experience as a game. Written for professional educators or those learning to be educators, here are the tools to engage and excite students by using principles learned in the development of popular video games. Suitable for use in the classroom or the boardroom, the book features a reader-friendly style that introduces game concepts and vocabulary in a logical way. You don't need any experience making games or even playing games to use this book. Yet, you will learn how to create multiplayer games for any age on any subject. Bring your classroom into the 21st century!

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Editorial Review

Review

1. Gaming the Classroom. 2. Overview of the Current State of Education. 3. Video Games Entering the Classroom as a Supplement to Teaching. 4. Designing a Class as a Game. 5. Writing the Syllabus and Rubric. 6. Playing the Game. 7. Evaluating the Experience. 8. Case Studies. 9. Design for the Future. 10. Tools.

About the Author

Lee Sheldon is Associate Professor and Co-Director of the Games and Simulation Arts and Sciences program at Rensselaer Polytechnic Institute. He has written and designed more than two dozen commercial and applied video games and MMOs. His most recent book from Course Technology PTR is *The Multiplayer Classroom: Designing Coursework as a Game*. Lee began his academic career at Indiana University, where he instituted the practice of designing classes as multiplayer games, and wrote and designed the alternate reality games in the Skeleton Chase series. Most recently, Lee was lead writer/designer on three games based on Agatha Christie novels, lead writer on *Star Trek: Infinite Space*, and lead writer on Zynga's Facebook game *Indiana Jones Adventure World* and an upcoming Kinect game for Harmonix. He is head of the team that is building the Emergent Reality Lab at Rensselaer, a mixed reality space for research and education; lead writer and design consultant on a game teaching math; and lead writer/designer of games teaching Chinese and business ethics. Before his career in video games, Lee wrote and produced over 200 popular television shows, including *Star Trek: The Next Generation* and *Charlie's Angels*.

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