

Literature Review 1:

(McMichael, February 2007)

“PC Games and the Teaching of History”

Summary: This article showed that a modern PC game can be used in a history classroom. Planning and setting objectives are essential for using any game. The author was impressed with the interest and cognitive skills that were applied, but warned that PC games are just another tool that teachers can utilize.

Literature Review 2:

(Shaffer, Squire, Halverson, & Gee, 2005)

“Video Games and the Future of Learning”

Summary: Using video games, as a teaching tool, can have a huge impact within the educational world. The authors believe that the future of education will use games, but more research needs to be done. There also needs to be a better connection between the developers and educators. Games are being used that were not meant to be implemented in the schools. Using PC games in the classroom would be much easier if teachers did not have to modify and adapted the games for educational purposes.

Literature Review 3:

(Rice, 2005)

“Video Games in the Classroom? What the Research is Telling Us”

Summary: PC games are very good for problem based learning activities. A major obstacle, for games, is the focus on state learning standards and most games are not designed to connect to these learning objectives. There should be a push for the connection and the author sees this happening in the future. Another interesting point was that games had a positive impact on learning for Attention Deficit Hyperactivity Disorder (ADHD) students.

Bibliography

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Shaffer, D. W., Squire, K. R., Halverson, R., & Gee, J. P. (2005). *Video Games and the Future of Learning*. Madison: Wisconsin Center for Education Research.