

Special Issue

Sustainability of Digital Game-Based Learning

Message from the Guest Editor

The integration of digital games into education has significantly enhanced engagement and learning outcomes; however, ensuring that these technologies are sustainable—from resource use to long-term educational benefits—is vital. This Special Issue seeks to gather pioneering research and insightful reviews addressing sustainability challenges and opportunities within DGBL and we welcome studies that investigate sustainable game design, the lifecycle of educational games, the environmental effects of digital infrastructures, and the socio-economic factors influencing the adoption and scalability of DGBL. By bringing together diverse perspectives, this Special Issue aims to provide a holistic understanding of how DGBL can be made more sustainable, ensuring its benefits for future generations and the insights gained will be valuable for scholars, students, and professionals in the field, positioning DGBL as a significant contributor to sustainable education and the broader objectives of the United Nations Sustainable Development Goals. I look forward to receiving your contributions.

Guest Editor

Dr. Panagiotis Fotaris

School of Architecture, Technology, and Engineering, University of Brighton, Brighton BN2 4GJ, UK

Deadline for manuscript submissions

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Education Sciences
Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
education@mdpi.com

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Message from the Editor-in-Chief

From its first issue in 2011, *Education Sciences* (ISSN 2227-7102) has grown as a scholarly international open access journal. Its aim remains to publish extended full-length research papers that have the scope to substantively address current issues in education. As a member of the Committee on Publication Ethics (COPE), our goal has been to disseminate high quality research. Our publisher, MDPI, takes the responsibility to enforce a rigorous double-blind peer-review together with strict ethical policies and standards to ensure to add high quality scientific works to the field of scholarly publication.

Editor-in-Chief

Prof. Dr. Daniel Muijs

School of Social Sciences, Education and Social Work, Queen's
University Belfast, Belfast BT7 1NN, UK

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