

Special Issue

Games for Learning

Message from the Guest Editors

Bridging the gap between schools and universities is one of the greatest challenges we face in educational research. Achieving quality education requires empirical evidence-based and practice-based teaching, while ensuring that educational research is responsive to classroom needs and problems. The literature shows that video games offer many benefits for teaching and learning. However, there are not many schools that have introduced them in their classes. The main purpose of this Special Issue is to consolidate knowledge on the application and effectiveness of educational learning models that incorporate video games into education. This monograph therefore welcomes the participation of teachers, professors and researchers using video games for teaching and/or research activities in early childhood education, primary school, secondary school or university.

Guest Editors

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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.

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