

Special Issue

Digital Game-Based Learning and Gamified Learning: What's Next?

Message from the Guest Editors

Digital games are regarded as an effective tool for promoting students' learning motivation and engagement, which can lead to better learning. This Special Issue solicits high-quality papers that focus on, but are not limited to, the following topics of interest:

- New pedagogical and/or technological perspectives of harnessing game-based learning/gamified learning in early childhood education, K-12 education, and higher education;
- Leveraging advanced learning technologies in educational gamification;
- MR-/ XR-supported game-based learning;
- AI in educational game design;
- Learning analytics in game-based learning/gamified learning;
- Flipped game-based learning/gamified learning;
- Teachers' facilitation roles in game-based learning/gamified learning;
- Challenges/strategies for introducing game-based learning/gamification in formal schooling contexts;
- Game-based learning/gamified learning in STEM/STEAM education;
- Game-based learning/gamified learning in special education.

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Deadline for manuscript submissions

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About the Journal

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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