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JUDITH BUNDGENS-KOSTEN works at the Department of Educational Media and Knowledge Management at the University of Duisburg-Essen, Germany ALICE CHIK Chik is an Assistant Professor in the Department of English, City University of Hong Kong KYLE DEMPSEY is an Instructor of Statistics at Mississippi University for Women, USA MICHAEL FILSECKER works at the Department of Educational Media and Knowledge Management at Duisburg-Essen University, Germany MARGARET FRANKEN is a Senior Lecturer in the Faculty of Education at the University of Waikato, Japan JAMES PAUL GEE is the Mary Lou Fulton Presidential Professor of Literacy Studies at Arizona State University, USA TANNER JACKSON is an Assistant Research Professor within the Learning Sciences Institute at Arizona State University, USA DANIELLE MCNAMARA is a Professor in the Psychology Department and Senior Scientist in the Learning Sciences Institute at Arizona State University, USA MARK PETERSON is an Associate Professor in the Graduate School of Human and Environmental Studies Kyoto University, Japan ROBERT REICHLE is an Assistant Professor of French linguistics at Northern Illinois University, USA JON REINHARDT is Assistant Professor of English Language/Linguistics at the University of Arizona, USA and Co-Director, with Julie Sykes, of the Games to Teach Project at the Center for Educational Resources in Culture, Language, and Literacy PIA SUNDQVIST is Senior Lecturer at the Faculty of Arts and Education (English) at Karlstad University, Sweden JULIE SYKES is an Assistant Professor of Hispanic Linguistics at the University of New Mexico, USA LISS KERSTIN SYLVEN is Senior Lecturer at the Department of Education and Special Education at the University of Gothenburg, Sweden MICHAEL THOMAS is Senior Lecturer at the University of Central Lancashire, UK SORADA WATTANA is a Lecturer at Dhurakij Pundit University, Bangkok, Thailand H. WITTEN is Professor of Computer Science at the University of Waikato, New Zealand SHAOQUN WU is currently doing postdoctoral research in the Faculty of Computer Science and Mathematics at the University of Waikato, New Zealand

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This edited volume explores how digital games have the potential to engage learners both within and outside the classroom and to encourage interaction in the target language. This is the first dedicated collection of papers to bring together state-of-the-art research in game-based learning.

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