

# Gaming Lives in the Twenty-First Century Literate Connections

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## BOOK DETAILS

- Author :
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## BOOK SYNOPSIS

This volume examines the claim that computer games can provide better literacy and learning environments than schools. Using case-studies in the US at the beginning of the twenty-first century and the words and observations of individual gamers, the book offers historical and cultural analyses of their literacy development, practices and values.

### **GAMING LIVES IN THE TWENTY-FIRST CENTURY LITERATE**

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