Alerting Services - Educational Topics / Issues in July 2010

**Problem-based learning**

- The problem-based learning process as finding and being in flow / By Barrett, Terry.  

- Portraits of middle school students constructing evidence-based arguments during problem-based learning: the impact of computer-based scaffolds / By Belland, Brian R.  

- Critical thinking in a collaborative online PBL tutorial / By Schell, Robyn; Kaufman, David.  

- Teachers’ assessment-related local adaptations of a problem-based learning module / By Pedersen, Susan; Arslanyilmaz, Abdurrahman; Williams, Douglas.  

- A 21st-century art room: the remix of creativity and technology / By Bryant, Courtney.  

- Fostering socioscientific reasoning in problem-based learning: examining teacher practice / By Glazewski, Krista D.; Ertmer, Peggy A.  

- Problem-based learning in a higher education environmental biotechnology course / By Marklin Reynolds, Jeanie; Hancock, Dawson R.  

- Scientific literacy, problem based learning and citizenship: a suggestion for geography studies teaching / By De Moraes, Jerusa Vilhena; Castellar, Sonia Maria Vanzella.  


- Developing authentic online problem-based learning case scenarios for teachers of students with visual impairments in the United Kingdom / By McLinden, Mike; McCall, Steve; Hinton, Danielle; Weston, Annette. [http://search.ebscohost.com/login.aspx?direct=true&db=ehh&AN=47370267&site=ehost-live]


- Problem based learning in science / By Pepper, Coral.

- Adaptive role playing games: an immersive approach for problem based learning / By Sancho, Pilar; Moreno-Ger, Pablo; Fuentes-Fernández, Rubén; Fernández-Manjón, Baltasar.

- Second language learners’ achievement in literature through problem-based learning method / By Hussain, Muhammad Athar; Nafees, Muhammad; Jumani, Nabi Bux.

- A problem-based learning experience /

- Using mentoring to develop professional teaching knowledge for problem-based historical inquiry / By Saye, John W.; Kohlmeier, Jada; Brush, Thomas.

- Learning about problem based learning: student teachers integrating technology, pedagogy and content knowledge / By Hyo-Jeong So; Bosung Kim.

**Educational games**

- The effect of using exercise-based computer games during the process of learning on academic achievement among education majors / By Kablan, Zeynel.

- Using games to enhance student achievement / By Marzano, Robert J.

- One fish, two fish / By Dunn, Paul H.; Davidson, Timothy M.
Speak well? ... Of course you can! / By Pauley, Adrian.
Using a games console in the primary classroom: effects of ‘Brain Training’ programme on computation and self-esteem / By Miller, David J.; Robertson, Derek P.
Factors affecting teachers’ adoption of educational computer games: a case study / By Kebritchi, Mansureh.
On your mark, get set, play! Even in class! / By Scrinzi, Amy; Day, Barbara.
The effects of game strategy and preference-matching on flow experience and programming performance in game-based learning / By Li-Chun Wang; Ming-Puu Chen.
Commercial video games in the science classroom / By Angelone, Lauren.
Creative play leads to lasting memories / By Goff, Lynn.
The influence of an educational computer game on children’s cultural / By Hsiang-Ping Chen; Chi-Jui Lien; Annetta, Len; Yu-Ling Lu.
The hawk in the nest / By Couchman, Edith Pucci.
My life-long involvement with games / By Gamson, William A.
Integration and deployment of educational games in e-learning environments: the learning object model meets educational gaming / By Torrente, Javier; Moreno-Ger, Pablo; Martínez-Ortiz, Iván; Fernandez-Manjon, Baltasar.

Playing games / By Kohlfeld, Carol.

Analysis of the supporting websites for the use of instructional games in K-12 settings / By Kebritchi, Mansureh; Hirumi, Atsusi; Kappers, Wendi; Henry, Renee.

The tactical approach to teaching games from teaching, learning and mentoring perspectives / By Wright, Steven; McNeill, Mike; Fry, Joan M.

Playfulness-based design in educational games: a perspective on an evolutionary contest game / By Hong, Jon-Chao; Hwang, Ming-Yueh; Lu, Chin-Hsieh.

A game to aid behavioural education / By Carr, John; Blanchfield, Peter.