

Table of contents

Acknowledgments	7
Foreword	9
Introduction	11
Game-based learning	19
Part 1	
Objectives	39
Step 1: Learning goals	41
Step 2: Analyzing the needs and pedagogical implementation	49
Part 2	
Mechanics	69
Step 3: Game mechanics	71
Step 4: Learning mechanics and game modalities	87
Step 5: Game universe and narrative	99
Part 3	
Prototyping	111
Step 6: Prototyping.....	113
Step 7: Development.....	125
Step 8: Economic model and distribution strategies.....	137
Part 4	
Assessment	147
Step 9: Assessment and knowledge transfer	149
Step 10: Playability and usability assessment.....	163
Conclusion	169
Glossary	173
References	177