Wondering where to look for great information on the intersection between games, game design, learning, and digital kids? This list should get you well on your way. It’s loosely grouped by general topic, and was compiled with input from a range of leaders in the field, including Sasha Barab, Drew Davidson, Tracy Fullerton, James Paul Gee, Henry Jenkins, Eric Klopfer, Scot Osterweil, David Shaffer, Kurt Squire, and Constance Steinkuhler. As with all lists it will evolve and change as new resources become available. If you have a title you have found useful please let us know, and we’ll review it for addition to the list: resources@instituteofplay.org.

The Young and the Digital

**Generation M2: Media in the Lives of 8- to 18-Year-Olds**

**Teens, Video Games, and Civics (PEW Report)**

**Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media**

**In-Game, In-Room, In-World: Reconnecting Video Game Play to the Rest of Kids’ Lives**

**The Young and the Digital: What the Migration to Social Network Sites, Games, and Anytime, Anywhere Media Means for Our Future**

**Rewired: Understanding the iGeneration and the Way They Learn**

**Children’s Motivations for Video Game Play in the Context of Normal Development**

**Play: How it Shapes the Brain, Opens the Imagination, and Invigorates the Soul**
Games and Learning Frameworks

**What Video Games Have to Teach Us About Learning and Literacy**

**Moving Learning Games Forward**

**Serious Games in Education (FutureLab Report)**

**Beyond Edutainment: Exploring the Educational Potential of Computer Games**

**Augmented Learning: Research and Design of Mobile Educational Games**

**How Computer Games Help Children Learn**

**Video Games and Learning: Teaching and Participatory Culture in the Digital Age**

**Ludoliteracy: Defining, Understanding, and Supporting Games Education**

**The Ecology of Games: Connecting Youth, Games, and Learning**

**Games and Learning: Issues, Perils, and Potentials: A Report to the Spencer Foundation**

**Ethics and Game Design: Teaching Values through Play**

Becoming a (Virtual) Skateboarder: Communities of Practice and the Design of E-Learning

Learning Science Through Computer Games and Simulations

The Language of Webkinz: Early Childhood Literacy in an Online Virtual World

Can Video Games Promote Intergenerational Play & Literacy Learning?

Scientific Habits of Mind in Virtual Worlds

Gaming Literacies: A Game Design Study in Action

Transformational Play: Why Educators Should Care About Games

Gaming Fluencies: Pathways into Participatory Culture in a Community Design Studio

Making Computer Games and Design Thinking: A Review of Current Software and Strategies

From Content to Context: Video Games as Designed Experiences

The Design is the Game: Writing Games, Teaching Writing
Games and Learning Outcomes (cont’d)

Scalable Learning: From Simple to Complex in World of Warcraft

Game Design

A Theory of Fun for Game Design

Rules of Play

The Art of Game Design: A Book of Lenses

Games and Assessment

Semi-Virtual Embodied Learning: Real World STEM Assessment

Choice-Based Assessments for the Digital Age

Reconsidering Prior Knowledge

Where the Light is Bad: Video Games and the Future of Assessment

Simulations

The Complete Guide to Simulations and Serious Games: How the Most Valuable Content Will be Created in the Age Beyond Gutenberg to Google

Multi-User Virtual Environments for Teaching and Learning
Educational Games and Simulations: A Technology in Search of a (Research) Paradigm

Effectiveness of the Use of Simulations in a Social Studies Classroom

Towards New Learning Networks

A New Culture of Learning: Cultivating the Imagination for a World of Constant Change

Situated Language and Learning: A Critique of Traditional Schooling

Education Nation: Six Leading Edges of Innovation in our Schools

Learning Futures: Education, Technology and Social Change

Seriously Considering Play: Designing interactive learning environments based on the blending of microworlds, simulations, and games

Improved Probabilistic Inference as a General Learning Mechanism with Action Video Games

The World Is Open: How Web Technology Is Revolutionizing Education

Opening Up Education: The Collective Advancement of Education through Open Technology, Open Content, and Open Knowledge

From Creativity to Cultural Production: Shared Perspectives
**Participatory Media Spaces: A Design Perspective on Learning with Media and Technology in the 21st Century**

**Confronting the Challenges of Participatory Culture: Media Education for the 21st Century**

**Using the Technology of Today in the Classroom Today**

**Rethinking Education in the Age of Technology: The Digital Revolution and Schooling in America**

**Initiation Rites: A Small Boy in a Poke-World**