**Combined Reading Lists, by Week**

I also found a similar class on Coursera: [Gamification](#) (Kevin Werbach, UPenn)

* indicates reading that made it onto the course syllabus for our MOOC

**WEEK ONE**

* [Video Game History Timeline](#)

* [Psychology of Video Games: Immersion](#)

* [Game: Gravity Bone](#)

* [Forbes Gamification Articles](#)

* [Gamasutra: Why Games are Fun](#)

* [Addicting Games](#)

**Gamification**

“What Video Games Have to Teach Us About Learning and Literacy”

“The History of Video Games”

“Effects of violent video games on aggressive behavior, aggressive cognition, aggressive affect, physiological arousal, and prosocial behavior”

“A Practitioner’s Guide to Gamification”

“Raising Engagement in E-Learning Through Gamification”


**Article:** Just One More Game (Sam Anderson, New York Times)  
**Video:** 7 Ways Games Reward the Brain (Tom Chatfield, Tedx Talks)  
**Video:** The Oregon Trail: Apple II Game Review (Clint Basinger, Lazy Game Reviews)  
**Accompanying game:** The Oregon Trail (MECC, Virtual Apple II simulator)  
**Website:** Code Academy

1) TedX talk about video games in education  
2) How To Justify Your Video Game Obsession

http://content.time.com/time/interactive/0,31813,2029221,00.html

http://theweek.com/article/index/255964/the-psychology-of-video-gam

**WEEK TWO**

* Facts about Gamers

* America vs. Japan: Gaming Culture

* Violence in Video Games: CNN

* Violence in Video Games: Psychology Today

* Women in the Video Game Industry

**What is the Link Between Violent Video Games and Aggression?**

“Structure and Competition in the U.S. Home Video Game Industry”

“Creative Resources of the Japanese Video Game Industry”

“Network Effects and Competition: An Empirical Analysis of the Home Video Game Industry”

“Live in Your World, Play in Ours”: Race, Video Games, and Consuming the Other”


Article: [Sales, Demographic, and Usage](http://www.esrb.org) (ESA 2013)
Article: [New York Balks at Next Grand Theft Auto](http://venturebeat.com/2013/09/19/gender-inequality/) (Elizabeth Millard, Newsfactor)
Video: [Tropes vs. Women in Video Games](http://www.youtube.com/watch?v=QmXsW3rOOGA) (Anita Sarkeesian, FeministFrequency)
Website: [ESRB](http://www.esrb.org)
Website: [PEGI](http://www.pegi.info)

1) Video Games and the Brainwashing of Society
2) Video games don’t create violence in society, they reflect it

http://www.psychologytoday.com/blog/media-spotlight/201402/are-there-benefits-in-playing-video-games

http://venturebeat.com/2013/09/19/gender-inequality/
**WEEK THREE**

* Video Games in Education

* Video Games in the Military

* Launchpad Educational Games

* Future of the Game Industry: Technological Advancement

* Non-Educational Video Games

View Jane McGonigal TED talk: Gaming can make a better world and read The Educational Benefits of Video Games

"Video Games in Education"

"Video Games in Education: Benefits of Educational Games"

"Video Games in Education: Why They Should be Used and How They Are Being Used"

"Video Games and the Future of Learning"


Article: [Game-Based Learning](https://www.newmediainstitute.org/) (Jessica Trybus, New Media Institute)
Article: [Games For Adult Learners](https://www.edugameshub.org/) (Alex Moseley, EdugamesHub)
Video: [Can Online Gaming Be Educational?](https://www.ted.com/talks/louis_tachau_can_online_gaming_be_educational/lang/en) (Lewis Tachau, Tedx Talks) He’s 13 years old. What.
Website/Games: [Play and Learn](http://www.busynessgirl.com/) (Maria H. Andersen, Busyness Girl)

1) [Games: Improving Education](http://online.wsj.com/news/articles/SB10001424052702303819704579316721461148950)