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Review of: Families at Play: Connecting and Learning Through Video Games

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Families at play : connecting and learning through video games

Siyahhan, Sinem. by Sinem Siyahhan and Elisabeth Gee MIT, 2018

200p bibl index, 9780262037464 \$30.00, 9780262344586

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Community College top 75

Siyahhan (California State Univ., San Marcos) and Gee (Arizona State Univ.) have written an academic examination of the positive roles video games play within families. The authors use their backgrounds in education technology and literacy to explore how families interact, connect, and communicate within and surrounding video games, and they consider how those relationships can be used to improve literacy, communication, and problem-solving skills. Case files and examples from their research are used to examine the roles video games can play in the development of personal, social, familial, and cultural identity. Also included are sections on designing video games and creating game-based learning challenges. The focus of the authors' research is on intergenerational play between parents and children, so those looking for content regarding how adult family members (spouses, siblings, etc.) use games in their relationships will have to look elsewhere. An appendix provides descriptions of most of the games mentioned in the text, which will be appreciated by those unfamiliar with the medium; however, a glossary of gaming terms is not included and would have been a useful addition.

Summing Up: Recommended. Undergraduates and general readers.

Reviewer: M. Murray, University of Nevada, Las Vegas Libraries

Recommendation: Recommended

Readership Level: General Readers, Lower-division Undergraduates, Upper-division Undergraduates

Interdisciplinary Subjects:

Subject: Science & Technology - Information & Computer Science

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