

This is a section of [doi:10.7551/mitpress/8909.001.0001](https://doi.org/10.7551/mitpress/8909.001.0001)

Quest to Learn

Developing the School for Digital Kids

By: Katie Salen Tekinbaş, Robert Torres, Loretta Wolozin, Rebecca Rufo-Tepper, Arana Shapiro

Citation:

Quest to Learn: Developing the School for Digital Kids

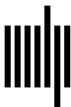
By: Katie Salen Tekinbaş, Robert Torres, Loretta Wolozin, Rebecca Rufo-Tepper, Arana Shapiro

DOI: 10.7551/mitpress/8909.001.0001

ISBN (electronic): 9780262294164

Publisher: The MIT Press

Published: 2010



The MIT Press

References

Anderson, J. R., L. M. Reder, and H. A. Simon. 1996. "Situated Learning and Education." *Educational Researcher* 25, no. 4:5–11.

Assaraf, O. B-Z., and N. Orion. 2005. "Development of System Thinking Skills in the Context of Earth System Education." *Journal of Research in Science Teaching* 42, no. 5:518–560.

Berg, J., M. Donaldson, and S. Johnson. 2005. *Who Stays in Teaching and Why. The Project on the Next Generation of Teachers*. Cambridge, Mass.: Harvard Graduate School of Education.

Bransford, J. D., A. L. Brown, and R. R. Cocking, eds. 2000. *How People Learn: Brain, Mind, Experience, and School*. Washington, D.C.: National Research Council, National Academy of Sciences.

Bridgeland, J. M., J. J. Dilulio, and K. B. Morison. 2006. *The Silent Epidemic: Perspectives of High School Dropouts*. Washington, D.C.: Civic Enterprises.

Brown, J. S., A. Collins, and P. Duguid. 1991. "Situated Cognition and the Culture of Learning." In *Artificial Intelligence and Education*, ed. M. Yazdani, 32–42. Norwood, N.J.: Ablex.

Christoph, J. N., and M. Nystrand. 2001. "Taking Risks, Negotiating Relationships: One Teacher's Transition toward a Dialogic Classroom." *Research in the Teaching of English* 36, no. 2:249–286.

- Delandshere, G. 2002. "Assessment as Inquiry." *Teachers College Record* 104, no. 7 (October):1461–1484.
- Driscoll, M. P. 2005. *Psychology of Learning for Instruction*. 3rd ed. Boston: Pearson Education.
- Elmore, R. 2004. *School Reform: From the Inside Out*. Cambridge, Mass.: Harvard Education Press.
- Federation of American Scientists. 2006. "Harnessing the Power of Video Games for Learning." Paper presented at the Summit on Educational Games, October 25, 2006, Washington, D.C.
- Friedman, T. L. 2006. *The World Is Flat*. New York: Farrar, Straus, Giroux.
- Fulton, K., I. Yoon, and C. Lee. 2005. *Induction into Learning Communities*. Report published by NCTAF. Retrieved October 25, 2007, from www.nctaf.org/documents/NCTAF_Induction_Paper_2005.pdf
- Gee, J. P. 2007. *Good Video Games + Good Learning*. New York: Peter Lang.
- Gee, J. P. 2003. *What Video Games Have to Teach Us about Literacy and Learning*. New York: Palgrave Macmillan.
- Greene, J. P. 2002. *High School Graduation Rates in the United States*. New York: Center for Civic Innovation at the Manhattan Institute.
- Jenkins, H., K. Clinton, R. Purushotma, A. J. Robinson, and M. Weigel. 2006. *Confronting the Challenges of Participatory Culture: Media Education for the 21st Century*. Chicago: John D. and Catherine T. MacArthur Foundation.
- Klopfer, E. 2008. *Augmented Learning*. Cambridge, Mass.: MIT Press.
- Lave, J. 1990. "The Culture of Acquisition and Practice of Understanding." In *Situated Cognition: Social, Semiotic, and Psychological Perspectives*, ed. D. Kirshner and J. A. Whitson, 17–36. Mahwah, N.J.: Lawrence Erlbaum.

- Lave, J., and E. Wenger. 1991. *Situated Learning: Legitimate Peripheral Participation (Learning in Doing: Social, Cognitive and Computational Perspectives)*. Boston: Cambridge University Press.
- Lenhardt, A., and M. Madden. 2005. *Teen Content Creators and Consumers*. Washington, D.C.: Pew Internet and American Life Project.
- Menn, D. 1993. "Multimedia in Education: Arming Our Kids for the Future." *PC World* 11:52–60.
- New London Group. 1996. "A Pedagogy of Multiliteracies: Designing Social Futures." *Harvard Educational Review* 66, no. 1:60–92.
- Perkins, D. N. 1986. *Knowledge as Design*. Hillsdale, N.J.: Lawrence Erlbaum.
- Policy Studies Associates. 2006. *Evaluation of the New Century High Schools Initiative: Report on the Third Year*. Washington, D.C.: Policy Studies Associates.
- Roberts, D. F., U. G. Foehr, and V. Rideout. 2005. *Generation M: Media in the Lives of 8–18 Year-Olds*. Washington, D.C.: Henry Kaiser Family Foundation.
- Sagor, R. 2000. *Guiding School Improvement with Action Research*. Alexandria, Va.: ASCD.
- Salen, K., ed. 2007a. *The Ecology of Games: Connecting Youth, Games, and Learning*. Cambridge, Mass.: MIT Press.
- Salen, K. 2007b. "Gaming Literacies: A Game Design Study in Action." *Journal of Educational Multimedia and Hypermedia* 16, no. 3:301–322.
- Salvia, J., and J. Ysseldyke. 2007. *Assessment 10/e*. Boston: Houghton Mifflin.
- Sawyer, R. K. 2006b. "Introduction: The New Science of Learning." In *The Cambridge Handbook of the Learning Sciences*, ed. R. K. Sawyer, 1–18. Cambridge, UK: Cambridge University Press.

- Schön, D. 1987. *Educating the Reflective Practitioner*. San Francisco: Jossey Bass.
- Shaffer, D. W. 2006. *How Computer Games Help Children Learn*. New York: Palgrave Macmillan.
- Squire, K. 2005. "Changing the Game: What Happens When Video Games Enter the Classroom." Retrieved August 23, 2007, from <http://www.innovateonline.info/index.php?view=article&id=82>.
- Squire, K. 2006. "From Content to Context: Videogames as Designed Experience." *Educational Researcher* 35, no. 8:19–29.
- Squire, K. D. 2004. *Replaying History: Learning World History through Playing Civilization III*. Bloomington: Indiana University Press.
- Torres, R. 2009. "Learning on a 21st Century Platform: Gamestar Mechanic as a Means to Game Design and System Thinking Skills within a Nodal Ecology." Ph.D. diss., New York University.
- Wertsch, J. V. 1998. *Mind as Action*. New York: Oxford University Press.

© 2011 Massachusetts Institute of Technology

All rights reserved. No part of this book may be reproduced in any form by any electronic or mechanical means (including photocopying, recording, or information storage and retrieval) without permission in writing from the publisher.

For information about special quantity discounts, please email special_sales@mitpress.mit.edu

This book was set in Stone Serif and Stone Sans by the MIT Press.
Printed and bound in the United States of America.

Library of Congress Cataloging-in-Publication Data

Quest to learn : developing the school for digital kids / Katie Salen . . .
[et al.].

p. cm. — (The John D. and Catherine T. MacArthur Foundation reports on digital media and learning)

Includes bibliographical references.

ISBN 978-0-262-51565-8 (pbk. : alk. paper)

1. Information technology—Study and teaching—United States.

2. Computers--Study and teaching—United States. 3. Internet in education—Australia—United States. I. Salen, Katie.

LB1028.5.Q84 2011 371.33'44678—dc22 2010015788

10 9 8 7 6 5 4 3 2 1