

Chapter

From eLearning to Games-Based eLearning: Implications and Challenges for Higher Education and Training

Thomas Connolly, University of Paisley, Scotland, UK
Mark Stansfield, University of Paisley, Scotland, UK

Abstract

Over the last decade, eLearning has developed to a point where it now provides a credible alternative to more traditional forms of education and training, as well as providing new opportunities to both educators and learners. In recent years a new form of learning has been developing, namely games-based eLearning, which in many ways builds on the successes of eLearning whilst providing a more stimulating and relevant learning environment for younger people who have been brought up in an environment of powerful home computers, graphic-rich multiplayer Internet gaming, and mobile phones with ever increasing functionality. This chapter will explore the concept of eLearning and examine its contribution to Higher Education and training. It will discuss some of the pedagogic underpinnings for games-based eLearning and present examples of successful games-based eLearning applications. Certain social implications and challenges will also be highlighted as well as barriers that may limit the uptake and development of this relatively new and exciting phenomenon. The chapter will conclude with a discussion of the future of both eLearning and games-based eLearning.