

Contents

Acknowledgments vii

Introduction. Why Games and Social Media? 1
ZOË B. CORWIN, WILLIAM G. TIERNEY, TRACY FULLERTON,
AND GISELE RAGUSA

PART I What Is the Current Landscape of Higher Education?

- 1 The Disruptive Future of Higher Education 21
WILLIAM G. TIERNEY
- 2 The Need to Increase College Enrollment and Completion 45
LAURA W. PERNA
- 3 Transition Readiness: Making the Shift from High School
to College in a Social Media World 71
DAVID CONLEY AND MARY SEBURN
- 4 From Communication to Community: How Games and
Social Media Affect Postsecondary Stakeholders 103
ZOË B. CORWIN

PART II What's in a Game?

- 5 What Games Do Well: Mastering Concepts in Play 125
TRACY FULLERTON
- 6 The Open Laptop Exam: Reflections and Speculations 146
HENRY JENKINS AND ADAM S. KAHN
- 7 Games, Passion, and "Higher" Education 171
JAMES PAUL GEE

8 Game-Like Learning: Leveraging the Qualities of Game
Design and Play 190

KATIE SALEN

PART III What Do We Know about Games and What Do
We Need to Learn?

9 Assessing Learning in Video Games 217

VALERIE SHUTE, MATTHEW VENTURA, YOON JEON KIM, AND LUBIN WANG

10 Implications and Applications of Sociable Gaming
for Higher Education 236

NICOLE B. ELLISON, DONGHEE YVETTE WOHN, AND CARRIE HEETER

11 Gender, Social Media, Games, and the College Landscape 262

GISELE RAGUSA

12 How Much Technology Is Enough? 283

STEVEN WEILAND

Conclusion. The Shape of Things to Come 311

WILLIAM G. TIERNEY AND ZOË B. CORWIN

Glossary 319

Contributors 321

Index 327