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Current Trends in Game-Based Learning

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closed (15 August 2021)

Message from the Guest Editors

This Special Issue of *Educational Science* focuses on game-based learning supported by mobile devices, a technology with a high penetration rate in our societies, even among the young population. The aim is to collect a set of strong contributions presenting new knowledge on the design, development, implementation, monitoring, and efficacy assessment of game-based learning mobile environments, to promote best practices and the integration of mobile educational games in educational settings.

Recommended topics include, but are not limited to, the following:

- Design and development of mobile game-based learning
- Efficacy assessment and quality issues in mobile game-based learning
- Pedagogical models and learning theories in mobile game-based learning
- Teacher acceptance and adoption of mobile game-based learning
- Integration of augmented reality or virtual reality in mobile game-based learning
- Mobile game-based learning in educational settings: formal (K-12, higher education, continuing education, special education, teacher education), non-formal, and informal education; face-to-face, blended and distance education





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Message from the Editor-in-Chief

From its first issue in 2011, *Education Sciences* (ISSN 2227-7102) has grown as a scholarly international open access journal. Its aim remains to publish extended full-length research papers that have the scope to substantively address current issues in education. As a member of the Committee on Publication Ethics (COPE), our goal has been to disseminate high quality research. Our publisher, MDPI, takes the responsibility to enforce a rigorous double-blind peer-review together with strict ethical policies and standards to ensure to add high quality scientific works to the field of scholarly publication.

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