Interactive Gaming Vs. Library Tutorials for Information Literacy: A Resource Guide

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Abstract:
In the past few years there has been a renewed push towards viewing games and gaming differently, most notably in the popular culture book, "Everything Bad is Good for You: How Today's Pop Culture is Actually Making Us Smarter" by Steven Johnson. In his book, Johnson argues that digital based strategy games are actually enhancing our problem solving skills, as well as IQs. He also laments the lack of solid research into how game design changes these skills, and calls for further research from cognitive scientists and educators.

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