# Contents

## Introduction. Why Games and Social Media?

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
   - William G. Tierney
   - Page 21

2. The Need to Increase College Enrollment and Completion
   - Laura W. Perna
   - Page 45

3. Transition Readiness: Making the Shift from High School to College in a Social Media World
   - David Conley and Mary Seburn
   - Page 71

4. From Communication to Community: How Games and Social Media Affect Postsecondary Stakeholders
   - Zoë B. Corwin
   - Page 103

## PART II WHAT’S IN A GAME?

5. What Games Do Well: Mastering Concepts in Play
   - Tracy Fullerton
   - Page 125

6. The Open Laptop Exam: Reflections and Speculations
   - Henry Jenkins and Adam S. Kahn
   - Page 146

7. Games, Passion, and “Higher” Education
   - James Paul Gee
   - Page 171

8. Game-Like Learning: Leveraging the Qualities of Game Design and Play
   - Katie Salen
   - Page 190

© 2013 The Johns Hopkins University Press

UNCORRECTED PROOF

Do not quote for publication until verified with finished book. All rights reserved.

No portion of this may be reproduced or distributed without permission.

NOT FOR SALE OR DISTRIBUTION
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 ZOE B. CORWIN

Glossary  319
Contributors  321
Index  000