



## Game-Based Learning

Guest Editors:

**Dr. Panagiotis Fotaris**

**Mario Michaelides**

**Dr. Theodoros Mastoras**

**Dr. Catherine Grundy**

Deadline for manuscript  
submissions:

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### Message from the Guest Editors

Dear Colleagues,

Following the shift from traditional didactic classroom models to the adoption of active learning approaches, game-based learning (GBL) seems to be one of the most promising for enhancing learners' motivation and engagement, particularly in the new era of increased hybrid delivery brought upon by COVID-19. GBL takes advantage of gaming technologies and techniques to create an immersive, interactive, and due to mobile technology, relatively ubiquitous learning environment that promotes situated experiential learning. Research studies have shown that students who had been subjects to learning with video games reported significant improvements in subject understanding, diligence, and motivation. Additionally, the adoption of escape rooms in educational settings, which implement more tangible and human-centred activities, have been reported to improve team building and group communication, as well as increase confidence in critical thinking and decision-making.

Dr. Panagiotis Fotaris

Mario Michaelides

Dr. Theodoros Mastoras

Dr. Catherine Grundy

*Guest Editors*





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## Editor-in-Chief

### **Prof. Dr. Daniel Muijs**

School of Social Sciences,  
Education and Social Work,  
Queen's University Belfast,  
Belfast BT7 1NN, UK

## Message from the Editor-in-Chief

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*Education Sciences* Editorial Office  
MDPI, St. Alban-Anlage 66  
4052 Basel, Switzerland

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