Faculty of Arts and Social Sciences
Educational Work

# Course Reading

## Digital games for learning

**Valid from 01/19/2026**

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| **Course Code:** | PAGE10 |
| **Course Title:** | Digital games for learning |
| **Credits:** | 7.5 |
| **Degree Level:** | Undergraduate level |

## Books

Björkman, L., & Sotevik, L. (2023).*Normkritiska perspektiv i pedagogisk verksamhet: förskola, fritidshem och skolans tidigare år*. Studentlitteratur.

Kjällander, S. (2019). *Digitalisering i förskolan på vetenskaplig grund*. Natur & Kultur. (ss. 25-37, Påståenden kring barn och digitalisering)

Palmquist, A. (2018). *Det spelifierade klassrummet*. Studentlitteratur.

Schrier, K. & Gibson, D. (2010). *Ethics and game design: Teaching values through play*. Hersley: ICI Global https://doi.org/10.4018/978-1-61520-845-6 (Valda kapitel) (tillgänglig online)

## Articles

Havukainen, M. Laine, T., Kontkanen, S. Järvikylä, J. & Sutinen, E. (2024). Co-designing digital games across the boundary of childhood and youth. *International Journal of Human-Computer Interaction*, Förhandspublicering online. https://doi.org/10.1080/10447318.2024.2338328

Malmström, B. (2018). Appar för lärande både hjälper och stjälper.*Lunds universitet*, Nyhetsartikel om forskning. https://www.lu.se/artikel/appar-larande-bade-hjalper-och-stjalpe

Meyer, M., Zosh, J. M., McLaren, C., Robb, M., McCaffery, H., Golinkoff, R. M., Hirsh-

Pasek, K., Radesky, J. (2021). How educational are 'educational' apps for young children?: App store content analysis using the Four Pillars of Learning framework. *Journal of Children and Media*, *15* (4), p. 526-548. https://doi.org/10.1080/17482798.2021.1882516

Papadakis, S. (2021). Tools for evaluating educational apps for young children: A systematic review of the literature. *Interactive Technology and Smart Education*, *18* (1), p. 18-49. https://doi.org/10.1108/ITSE-08-2020-0127

**Reference material**

Dede, C. (2009). Immersive interfaces for engagement and learning. *Science*, *323*, p. 66-69. https://projects.iq.harvard.edu/files/rivercityproject/files/dede_immersive_interfaces.pdf

Diskrimineringsombudsmannen (2024). Förekomst av diskriminering 2024: Årlig rapport från Diskrimineringsombudsmannen (Rapport 2024:2). https://www.do.se/download/18.41f45cb619387118a1815b/1734357601335/rapport-forekomst-av-diskriminering-2024.pdf . (pdf)

Hirsh-Pasek, K., Zosh, J. M., Golinkoff, R. M., Gray, J. H., Robb, M. B., & Kaufman, J. (2015). Putting education in 'educational' apps: Lessons from the science of learning. *Psychological Science in the Public Interest*, *16* (1), p. 3-34. https://doi.org/10.1177/1529100615569721

Schaffer, O. & Xiaowen, F. (2018). What makes games fun?: Card sort reveals 34 sources of computer game enjoyment. *Twenty-fourth Americas Conference on Information Systems, New Orleans, 2018*. https://aisel.aisnet.org/amcis2018/HCI/Presentations/2/ AIC e-library

Skolverket (2025). Så väljer och värderar du digitala lärresurser. https://www.skolverket.se/skolutveckling/inspiration-och-stod-i-arbetet/stod-i-arbetet/sa-valjer-och-varderar-du-digitala-larresurser. Hämtad 27 januari 2023

Williams, D., Martins, N., Consalvo, M & Ivory, J. D. (2009). The virtual census: representations of gender, race and age in video games. *New media & society*, *11* (5), p. 815-834. https://doi.org/10.1177/1461444809105354

Annan aktuell forskning samt relevanta dokument inom området om högst 100 sidor kan tillkomma.

Approved by the Faculty Board of Arts and Social Sciences 09/30/2025