

2019BillsGunner-abstract

Abstract

Games have become a prominent part of our culture, to the point of becoming a multibillion-dollar industry. Their upsurge in popularity has led to the discovery of new practical applications for games and game design, from physical therapy with “Wii Sports” (2006) to teaching science with “Foldit” (2008). I analyze why games have the ability to integrate into different applications seamlessly and what takeaways there are with encouraging the use of games as a tool for education.

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