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# What Video Games Have to Teach Us About Learning and Literacy

*James Paul Gee*

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**What Video Games Have to Teach Us About Learning and Literacy** James Paul Gee
**A controversial look at the positive things that can be learned from video games by a well known professor of education.**

James Paul Gee begins his new book with "I want to talk about vide games--yes, even violent video games--and say some positive things about them." With this simple but explosive beginning, one of America's most well-respected professors of education looks seriously at the good that can come from playing video games. Gee is interested in the cognitive development that can occur when someone is trying to escape a maze, find a hidden treasure and, even, blasting away an enemy with a high-powered rifle. Talking about his own video-gaming experience learning and using games as diverse as Lara Croft and Arcanum, Gee looks at major specific cognitive activities:
* How individuals develop a sense of identity
* How one grasps meaning
* How one evaluates and follow a command
* How one picks a role model
* How one perceives the world

This is a ground-breaking book that takes up a new electronic method of education and shows the positive upside it has for learning.

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