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PEDAGOGY

USING TELEVISION SHOWS, GAMES,
AND OTHER MEDIA IN THE CLASSROOM

Edited by Laura Dumin

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Pedagogy

Using Television Shows, Games, and Other Media in the Classroom

SERIES IN EDUCATION

About the editor

Dr. Laura Dumin has been experimenting with transformative learning tools in the classroom for over 7 years. She finds that when students are engaged in the lessons, learning can happen organically, leading to more interesting class periods and longer-term gains in understanding concepts. Laura mixes her background in technical writing into all of her courses, bringing ideas of audience and clear communication into assignments. When she is not teaching, she works as a co-managing editor for the 'Journal of Transformative Learning' and as a campus SoTL mentor, while directing the Technical Writing BA and advising the Composition and Rhetoric MA programs. She has also recently begun exploring the impact of generative AI on writing classrooms and runs a Facebook learning community to allow instructors to learn from each other.

Summary

This book takes a dive into moving beyond the essay as the only method for teaching and learning content. Authors range from instructors in K-12 to instructors in higher education and look at concepts as varied as using VR technologies to provide immersive experiences to students to use an app to help supplement teaching. Instructors in a variety of fields, both in and out of the writing classroom, may find project and assignment ideas to argue in their own classrooms. Instructors looking to provide a transformative learning experience in a new way will find lots of options here.

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