

Lesser

## Gamifying the Music Classroom

Digital Tools for Practical Application

Gamifying the Music Classroom: Digital Tools for Practical Application spotlights the application of digital game-based learning tools to enhance a General Music curriculum with a focus on grades K-8. Digital games, often referred to as video games, have the potential to act as effective educational resources in the teaching of musical concepts and skills. In this book, author Andrew J. Lesser, Ed.D., provides an introduction to how digital games can be used in educational contexts for in-service and pre-service school music teachers and shows how to successfully use them to create, perform, respond to, and connect musical content in a way that is engaging and relevant for students. The book features specific examples of over 40 digital games in the form of lesson plan outlines that are connected to educational objectives and National Core Arts Standards and that are designed to be implemented in multiple classroom technology environments. The games are organized into individual lesson templates which include learning objectives, detailed game descriptions, procedures for multiple classroom environments, differentiated instruction, assessments, and extensions. Supplemental tutorial videos of each game are available on the companion website. Gamifying the Music Classroom showcases digital game-based learning technology as a valuable tool not only to produce new and innovative ways to teach music, but to create meaningful experiences for all students.

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