

Sunday, 20 September de 2015

# Call for Chapters!! Game-Based Learning across the Lifespan

## Call for Chapters

Advances in Game-based Learning (AGBL) book series of Springer

**Game-Based Learning across the Lifespan: cross-generational and age-oriented digital game-based learning from childhood to older adulthood**

<https://sites.google.com/site/silvergaming199/home/call-for-chapters-game-based-learning-across-the-lifespan> [

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