

# Contents

Series Foreword	ix
Foreword, by Constance Steinkuehler	xi
Preface to 1995 <i>Minds in Play: Games to Be Played, Games to Be Made</i> , by Seymour Papert	xv
<b>1 Introduction</b>	<b>1</b>
<b>2 The Serious Side: Making Games for Learning</b>	<b>19</b>
<b>3 The Social Side: Making Games Together Beats Making Them Alone</b>	<b>39</b>
<b>4 The Cultural Side: Rethinking Access and Participation in Gaming</b>	<b>63</b>
<b>5 The Tangible Side: Connecting Old Materials with New Interfaces in Games</b>	<b>83</b>
<b>6 The Creative Side: Tools for Modding and Making Games</b>	<b>101</b>
<b>7 Connected Gaming for All</b>	<b>123</b>
<b>Coda</b>	<b>139</b>
Acknowledgments	141
Notes	145
References	169
Index	195