

A reflection on e-learning from a gender perspective is essential in order to sensitize the public for the diversity of needs of male and female learners, and to draw attention to the risk that gendered structures in learning and education tend to be reproduced in e-learning scenarios.

Dealing with a broad variety of topics in the fields of gender, e-learning, and educational games, this book brings together research and development projects as well as best practice examples. By giving insight into their expertise, the authors of this anthology give a comprehensive picture of the various aspects of recent research and practice in their respective fields.

Gender in E-Learning and Educational Games

Sabine Zauchner  
Karin Siebenhandl  
Michael Wagner  
(Eds.)

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*A Reader*

Zauchner/Siebenhandl/Wagner (Eds.)

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