

Q&A: Designing Game-Based Assessments That Engage Students

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Education Week:

Game-based assessments are making it easier for teachers to more quickly evaluate students in a dizzying number of ways. Arthur C. Graesser, a University of Memphis professor of experimental and cognitive psychology and the 2011 winner of the American Psychological Association's award for distinguished contributions of applications of psychology to education and training, spoke with *Technology Counts* Contributing Writer Robin L. Flanigan in a telephone interview about the current and future role of game-based assessments in the classroom.

Read the whole story: [Education Week](#)