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**Games in Learning, Design, and Motivation**  
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Action Principles

a. Align games with curriculum content objectives, including the Common Core Standards.
b. Decide what learning skills need improvement or development and choose games which address those skills, rather than the other way around.
c. Provide opportunities for teachers to be part of manufacturers’ demonstrations to ensure a thorough understanding of how the game is intended to work and how to maximize student outcomes.
d. Encourage partnerships between educators and game manufacturers, particularly in a game’s development stage.
e. Contact manufacturers and volunteer to be part of teacher focus groups as games are developed.
f. Choose games that consider engagement factors, such as action, imagery, role playing, and so forth.
g. Be knowledgeable about hardware–software compatibility, upgrades, licensing fees, shelf-life, and so on when choosing games. Keep in mind the total cost of purchases.