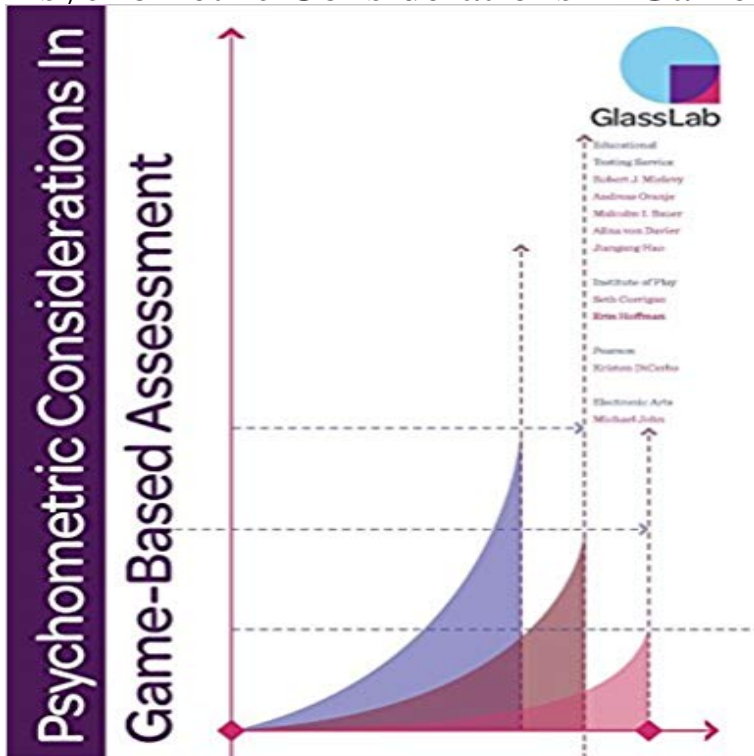


Psychometric Considerations in Game-based Assessment



Intended as a resource for game developers, learning designers, and assessment experts, *Psychometric Considerations in Game-based Assessment* presents findings from efforts to build and test a new type of classroom tool game-based assessments. This book explores the opportunities and challenges for psychometricians and measurement experts in using gameplay data to assess student learning, and proposes a design approach that links the process of game design with the process of assessment design.

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