

## Current practice

The current practices section will seek to present papers that are both observant and critical of current practice issues in the field of Instructional Technology worldwide.

This will cover a range from currently active projects, research and development projects, top individual efforts from a currently active point of function.

Our papers this issue are:

Leonard A. Annetta, Michelle Cook & Maya Schultz

[Video Games: A Vehicle For Problem-Based Learning](#)

## Submission guidelines

If you wish to supply a paper for inclusion in this section please read the [guidelines for contributors](#) and email your submission to the [editor](#).