

Concept Map

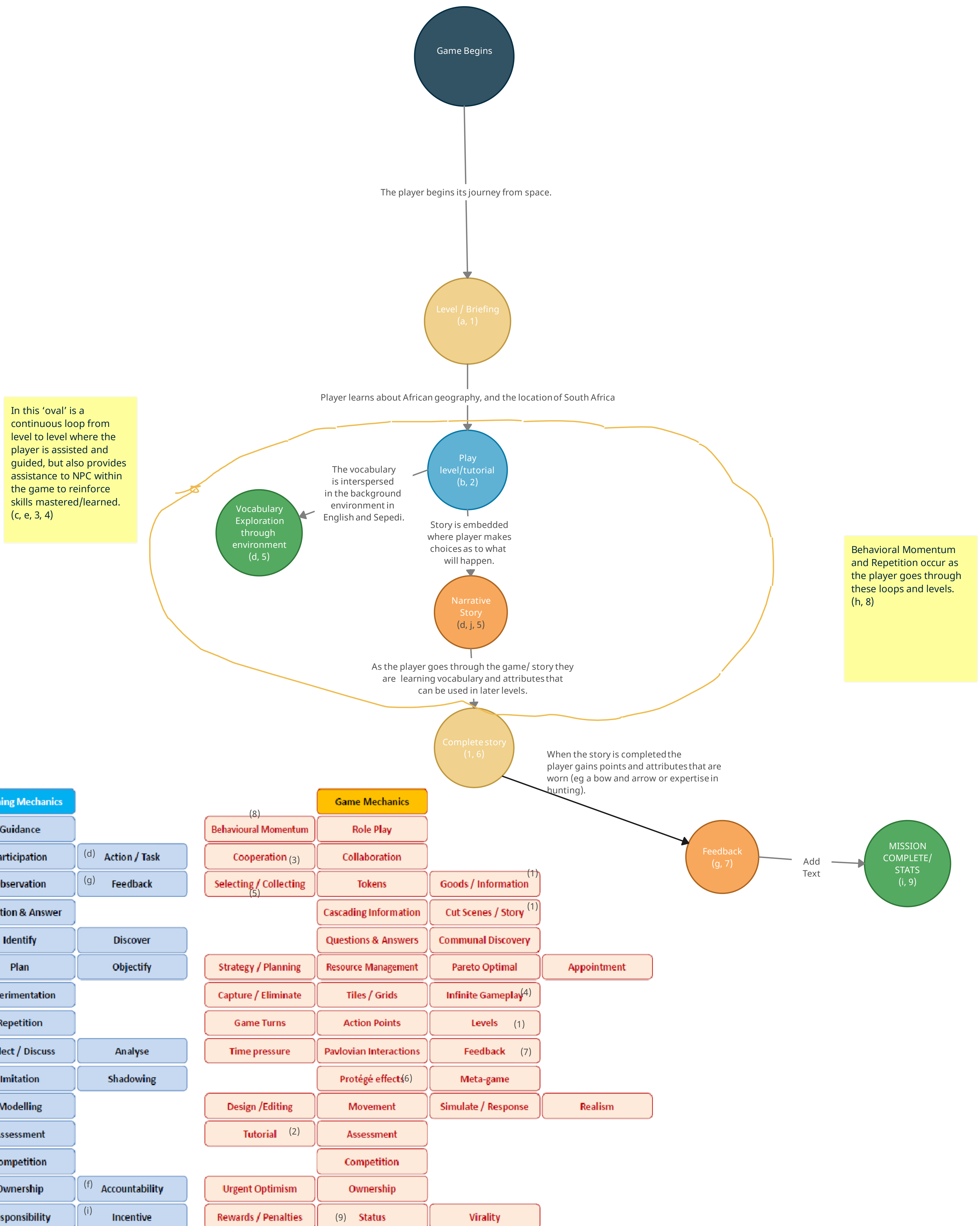


Figure 2 Learning and game mechanics used as the basis to construct the LM-GM map for a game