

What makes things fun to
learn?

About the article

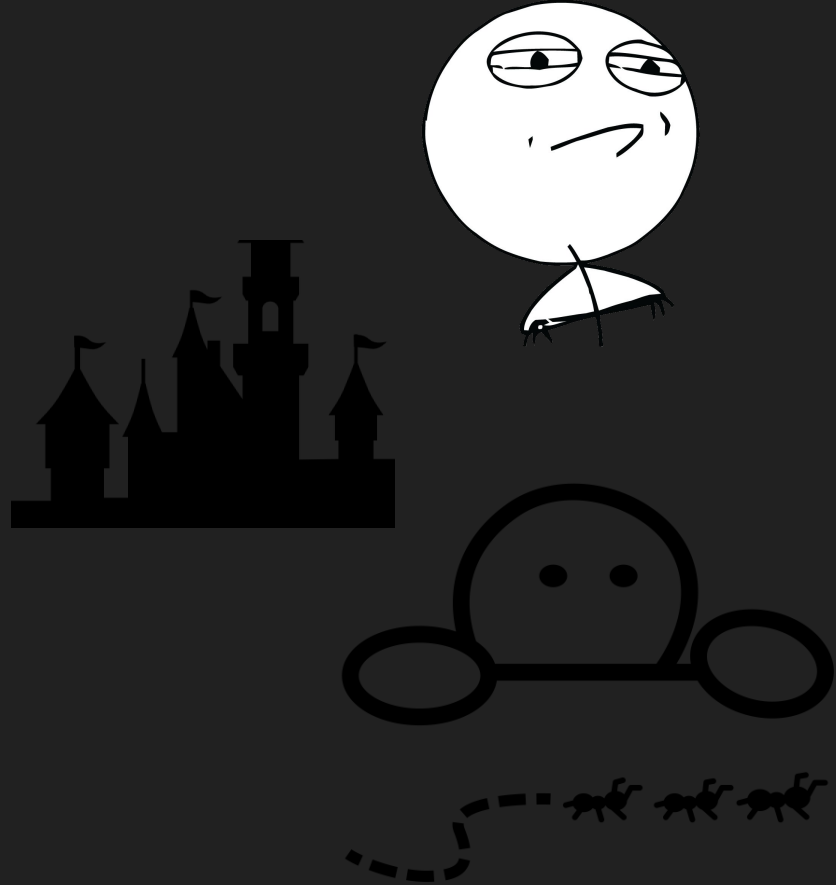
- Author: Thomas W.Malone
- Based on study
- Intrinsic motivation
- What makes games fun



CHALLENGE ACCEPTED

Three essential factors

- Challenge
- Fantasy
- Curiosity



Challenge

- An uncertain goal
- Study of Morozova(1955)
- Games should have
 - Obvious goals
 - Different difficulties
 - Practical or fantasy
 - Feedback
 - Uncertain outcome
 - Self-esteem



Fantasy

- From impossible to possible
- Intrinsic vs extrinsic
- Emotional aspect of fantasy



Curiosity

- Motivation to learn
- Optimal level of Information complexity
- Sensory curiosity
 - Attention attracting
 - Stimuli of environment
 - Audio and visual effect
 - how to use
 - As decoration
 - Enhance fantasy
 - As reward
- Cognitive curiosity

Example

- Arithmetic drill-and-practise-program
- Teaching children how to tell time
- others

