

The way in which users learn through video games has been conceptualized through a model by Garris et al. (2002). They state that the tacit model of learning in most studies of individual games starts with the Input as a game that includes the instructional content is designed with features of games. These then trigger the process of a cycle of user judgments (such as enjoyment), user behavior (engaging in the game play), and system feedback (situated within the game). When the game design is successful, this cycle should promote recurring, self-motivated game play. This successful process will then lead to the outcome, achieving the learning objectives. This model can be seen in Figure 1.

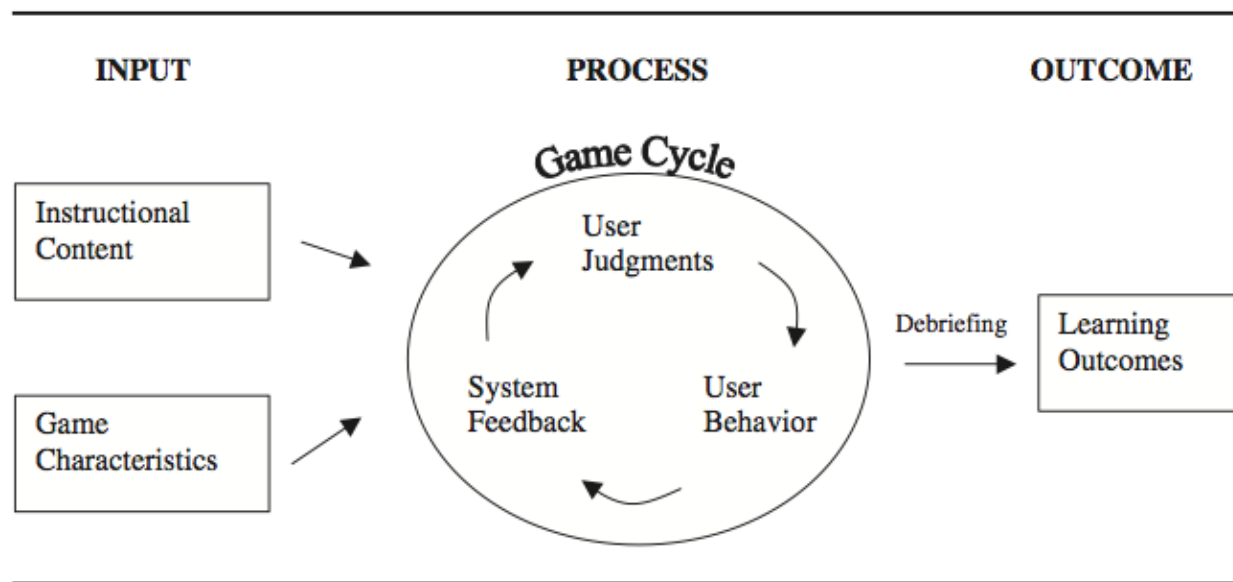


Figure 1. Input-Process-Outcome Game Model. Reprinted from (Garris et al., 2002).