What makes things fun to learn?
About the article

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