> Question 6: Flow State and Intrinsic Motivation Inventory Questionnaires
> Design a set of questions based on Flow State and Intrinsic Motivation
> Inventory Questionnaires for your project/larger project as discussed in
> Lecture 8.
> Discuss the potential cross-overs of the two systems with the items you
> have chosen, the rationales behind the chosen items and the process for
> customization of the items to address the identified queries for your own
> project. Implement and/or design an experimental future set up for
> your project where you would implement these questionnaires and discuss
> expected/actual outcomes.

According to Bjork and Holopainen [2004], this is cool.

Bibliography

Bjork and Holopainen, **2004**. Steffan Bjork and Jussi Holopainen. *Patterns in Game Design.* ISBN: 1584503548. Charles River Media, first edition, 2004.