

**Annotated
Metamodels**

**Learning
Activity
Models**

transformed

**specify
transformation**

**Metamodel
Java
Implement-
ation**

**Language-
Specific
EVL
constraints**

**EMF &
Epsilon
EGL**

**EMF
Models**

**Game-
Specific
EVL Cons-
traints**

Server

**Language-Specific
Javascript**

**Language-
Specific
Models**

**Game-specific
Javascript**

Client (MxGraph, Web-based Graphical Editor)

