***DEVELOPMENT OF AN EDUCATIONAL GAME TEACHING SQL PROGRAMMING***

LITERATURE REVIEW

1. VIDEO GAMES
   1. HISTORY

1.2 GENRES

1.3 PLATFORMS

2.EDUCATIONAL GAMES

2.1 HISTORY

2.2 MOTIVATION

2.3 ENGAGEMENT

2.4 LEARNING

2.5 EXAMPLES

(3. GAME DESIGN

* 1. HISTORY
  2. APPROACHES
  3. ALTERNATIVE APPROACHES

) ONLY IF THERE IS A NEED

3. DEVELOPING AN EDUCATIONAL GAME

(3.1 PROGAMMING LANGUAGES) IF THERE IS ENOUGH LITERATURE

3.1 GENRE

3.2 PLATFORM

3.3 GAME DESIGN APPROACHES

(3.3 GAME DESIGN ELEMENTS) ONLY IF 3. GAME DESIGN