Question 4

Intro Draft : With video games being a more common house hold item. We used video games interactivity as an education tool. Because of the interactivity it goes hand in hand with motivation theory. Since the player will be rewarded from their learning but they will also have some entertainment value that goes along with it.

Comparing the draft with into: In their intro they have more details in why video game is a potential tool for learning. What I did was say what it does on paper and filled in the blanks in my head. They explain in greater depth about motivation theory. How they’re going to conduct their study.