

**Table.** Similar works in Connolly et al. in [1] and in the application of the proposed process

<b>Name of the work</b>	<b>Citations</b>
Work that appears in Connolly et al. [1] and in the final result – <b>Part a</b> (see Table II)	
Papastergiou, Marina. "Digital Game-Based Learning in high school Computer Science education: Impact on educational effectiveness and student motivation." Computers & Education 52, no. 1 (2009): 1-12.	294
Work that appears in Connolly et al. [1] and in the final result – <b>Part b</b> (see Table II)	
Why do people play on-line games? An extended TAM with social influences and flow experience.	660
Playing an action video game reduces gender differences in spatial cognition.	299
Sex differences in video game play: a communication-based explanation.	254