

achievement goal theory behavior communication theory
information systems model transcontextual model ARCS model
behavior model technology acceptance model
technology model eisenkraft's model theory of planned behavior
information theory rational choice theory
gamification theory goal setting theory behavior theory
triarchic theory mvp theory
social comparison theory actor network theory
uses and gratifications theory diffusion theory fogg's model rank model social cognitive theory
reinforcement theory learning theory cognitive load theory
experiential learning theory decision theory
learning theoretical theory effectiveness model
sexual model immersion theory activity theory learning middle range theory
multiple intelligence theory transtheoretical model of behavior change
social learning theory acceptance model
affect theory multimedia learning theory
innovation theory ego theory
felder silverman learning model creativity theory integration theory middle range theory
problem based theory
self determination theory elaboration theory werbach's taxonomy theory cognitive dissonance theory
attribution theory constructivist theory
theory of reasoned action expectancy value theory
self efficacy theory sociocultural theory
mood management theory theory widely hexaco technology information theory
gamification model flow theory

situated learning theory
learning gamified theory
emotions theory
personality theory