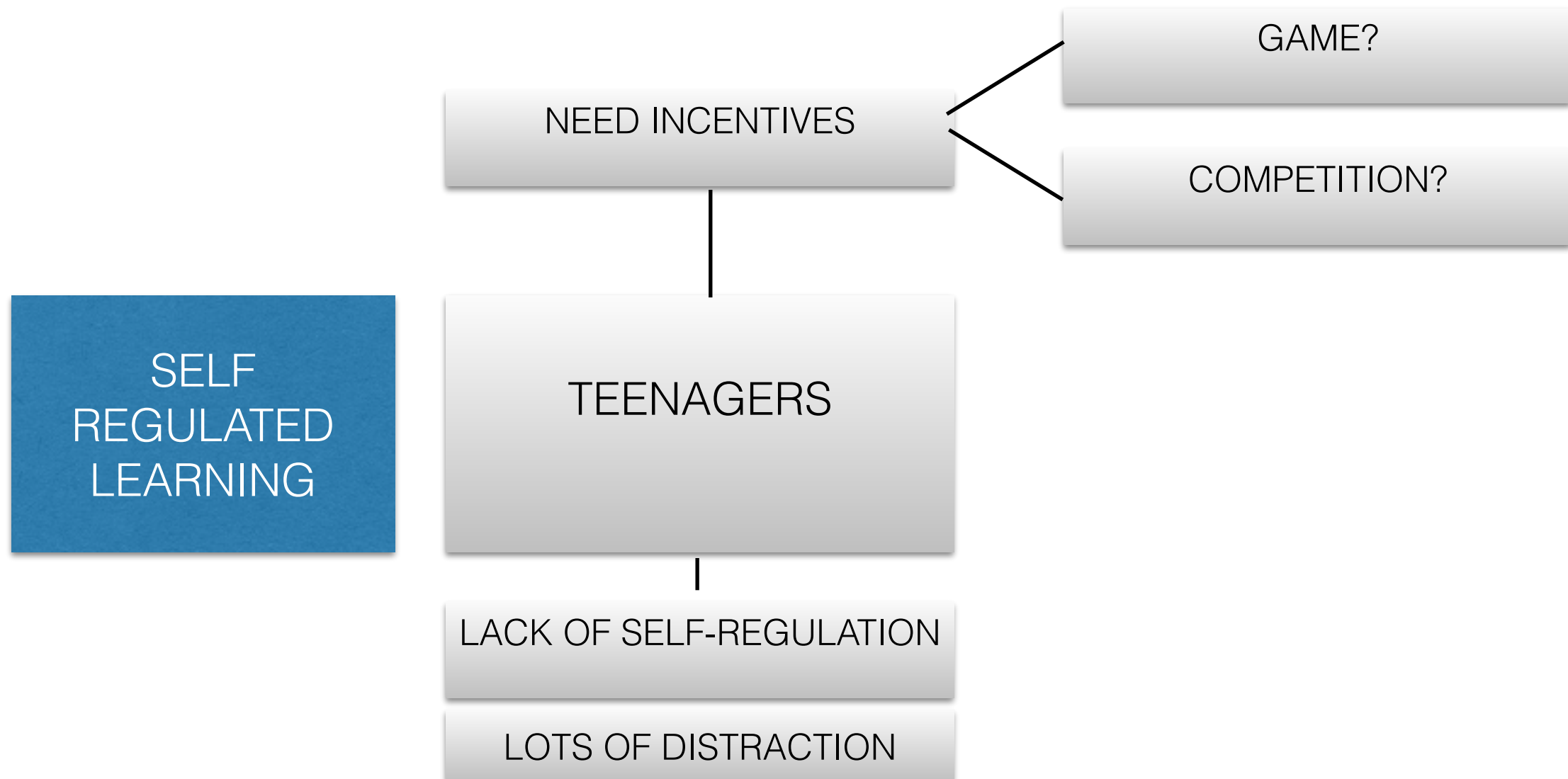


HOW CAN WE ENCOURAGE SELF-REGULATED LEARNING  
IN TEENAGERS?

# MIND MAP



**Turn gamer into learner :**

**Using gaming and competitive environments to help some students to be more self-regulated learner**



**Why :**

One of the barriers that turn some students away from self-learning courses is their lack of self-regulation. To solve this problem, we need an incentive that could help them to focus on the course they are studying

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