

Learning principles	Related research themes in HCI	Exemplary areas for technology support
<b>feedback</b>	affective computing, social signals processing, ubiquitous computing, systems for reflection	reflection and emotional awareness communication skills
<b>practice</b>	into the 'wild' studies, ubiquitous computing, virtual reality, embodied agents, serious games	bringing practice "into the wild" novel environments for practice
<b>embedding into everyday life</b>	behavioural change, persuasive and ambient technology, mobile computing	behavioural change technologies situated social support
<b>engagement and motivation</b>	funology, game design, behavioural change (motivational aspects)	funology and gamification