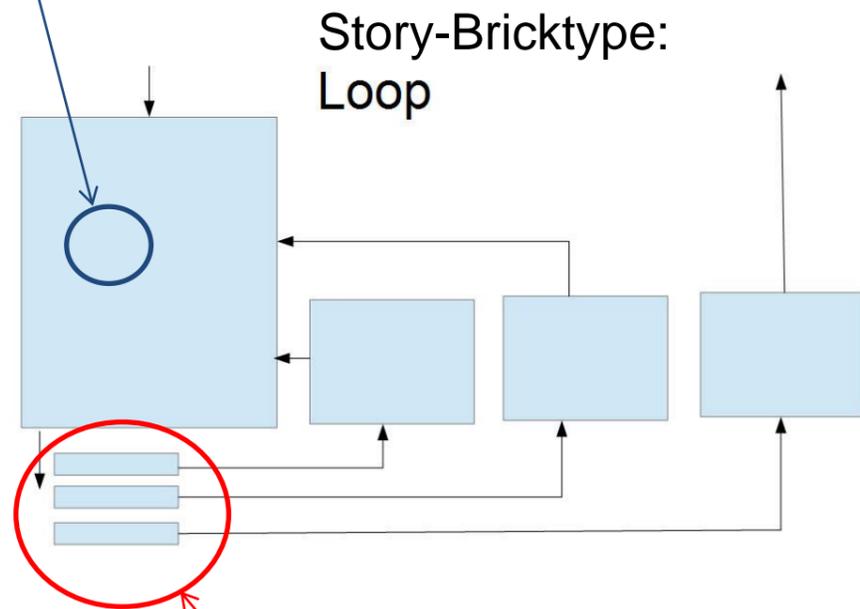


Gamebook

Didactic Model

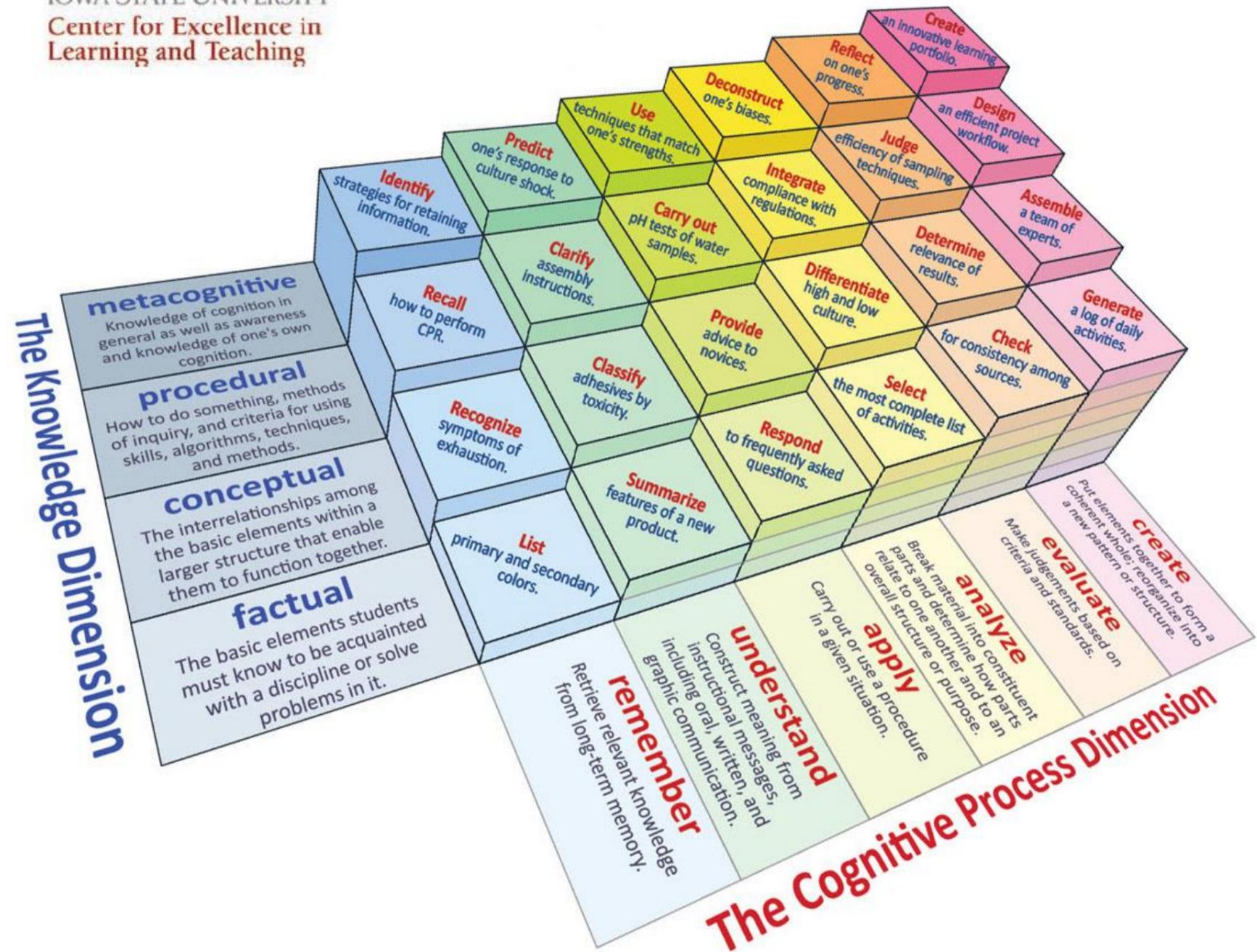
Story Challenge = Knowledge Dimension



Story Decision = Cognitive Dimension

A Revision of Bloom's Taxonomy of Educational Objectives

IOWA STATE UNIVERSITY
Center for Excellence in Learning and Teaching



Other Story-Bricktypes:

