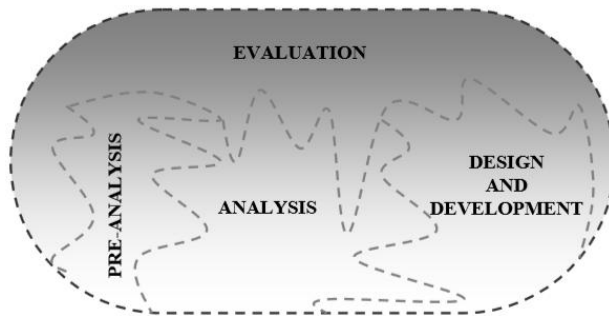


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The main stages in Kaplan and Cagiltay's (2006) FIDGE Model



The core values around this model focus on creating mechanisms for motivation, having an experienced game player and lead and the development of strong communication methods. In addition to this their needs to be consideration of flexibility, inclusive participation and opportunities for evaluation. The pre analysis stage allows designers to consider how to propose or deliver games.

After this the model looks at the analysis stage which may include areas such as content analysis and risk analysis in relation to the games. The design stage allows for testing, prototypes, feedback and learning assessments. The final stage of the FIDGE model is around the evaluation process.