36 Learning principles from Gee, 2003[1], & adapted by Prensky, 2003[2]

"Video game players learn from:

1.	Active, Critical Learning Principle	Doing and reflecting
2.	Design Principle	Appreciating good design
3	Semiotic Principle	Seeing interrelationships
4	Semiotic Domains Principle	Mastering game language
5	Metalevel Thinking About Semiotic Domains Principle	Relating the game world to other worlds
6	"Psychosocial Moratorium" Principle	Taking risks with reduced consequences
7	Committed Learning Principle	Putting out effort because they care
8	Identity Principle	Combining multiple identities
9	Self-Knowledge Principle	Watching their own behavior
10	Amplification Of Input Principle	Getting more out than what they put in
11	Achievement Principle	Being rewarded for achievement
12	Practice Principle	Being encouraged to practice
13	Ongoing Learning Principle	Having to master new skills at each level
14	"Regime Of Competence" Principle	Tasks being neither too easy nor too hard.
15	Probing Principle	Doing, thinking and strategizing
16	Multiple Routes Principle	Getting to do things their own way
17	Situated Meaning Principle	Discovering meaning
18	Text Principle	Reading in context

[1] Gee. J. P. (2003). *What Video Games Have To Teach Us About Learning and Literacy*. New York: Palgrave Macmillan
[2] Prensky, M. (2003) Escape from Planet Jar-Gon: Or What Video Games Have to Teach Academics About Teaching And Writing. A Review of What Video Games Have To Teach Us About Learning and Literacy by James Paul Gee. *The Horizon*, (11), 3.

19	Intertextual Principle	Relating information
20	Multimodal Principle	Meshing information from multiple media
21	"Material Intelligence" Principle	Understanding how knowledge is stored
22	Intuitive Knowledge Principle	Thinking intuitively
23	Subset Principle	Practicing in a simplified setting
24	Incremental Principle	Being led from easy problems to harder ones
25	Concentrated Sample Principle	Mastering upfront things needed later
26	Bottom-Up Basic Skills Principle	Repeating basic skills in many games
27	Explicit Information On-Demand Just-In-Time Principle	Receiving information just when it is needed
28	Discovery Principle	Trying rather than following instructions
29	Transfer Principle	Applying learning from problems to later ones
30	Cultural Models About The World Principle	Thinking about the game and the real world
31	Cultural Models About Learning Principle	Thinking about the game and how they learn
32	Cultural Models About Semiotic Domains	Thinking about the games and their culture
33	Distributed Principle	Finding meaning in all parts of the game
34	Dispersed Principle	Sharing with other players
35	Affinity Group Principle	Being part of the gaming world
36	Insider Principle	Helping others and modifying games, in addition to just playing.