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		roduction
		veraging Game-Based Learning for Stem Education2
	LUI	

1

Ins d c i n

$$M_{n} Y Y_{n} Y_$$

Le es aging Game-Ba ed Leas ning F s STEM Ed casi n

$$\begin{array}{c} G^{Y} \stackrel{n}{}_{P} \stackrel{\gamma}{}_{V} \stackrel{q}{}_{V} \stackrel{\gamma}{}_{V} \stackrel{\gamma}{}_{$$

Encouraging Scientific Thinking

$$\begin{array}{c} \left( \begin{array}{c} V \\ V \end{array} \right) \left( \begin{array}{c} V \end{array} \right) \left( \begin{array}{c} V \\ V \end{array} \right) \left( \begin{array}{c} V \end{array} \right) \left($$

Leasen mise ab  $\mathbb{C}_{2}$  , is Science -l , iiin . Vi ii mhe inline, cim

4

 $\sum_{i=1}^{n} Y_{i} Y_{i} = \sum_{i=1}^{n} Y_{i}$ 

-0

Leasen mise ab  $\mathbb{C}_{2}$  , is Science -l , iiin . Vi ii mhe inline, cim

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