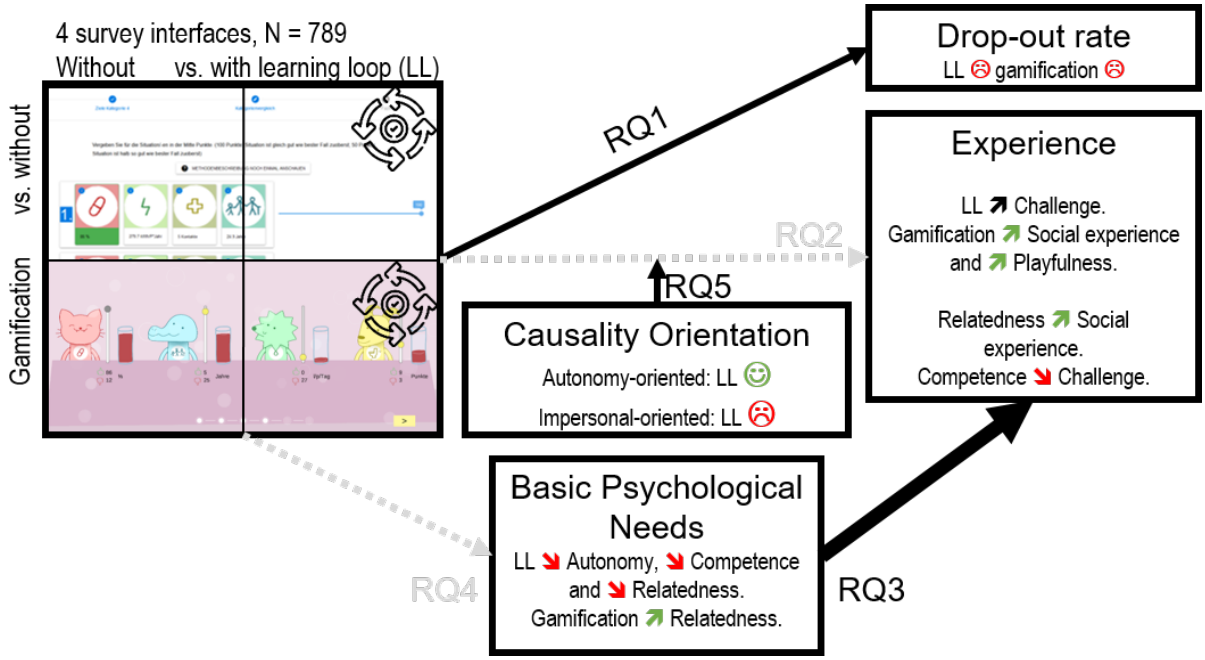
4 survey interfaces, N = 789
Without vs. with learning loop (LL)
vs. without
Gamification
RQ1
Drop-out rate
LL gamification
RQ2
RQ5
Experience
LL Challenge.
Gamification Social experience and Playfulness.
Relatedness Social experience.
Competence Challenge.
Causality Orientation
Autonomy-oriented: LL
Impersonal-oriented: LL
RQ4
Basic Psychological Needs
LL Autonomy, Competence and Relatedness.
Gamification Relatedness.
RQ3