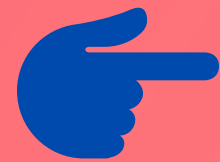
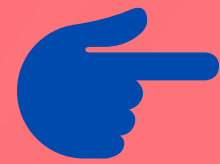


# E - Learning Module

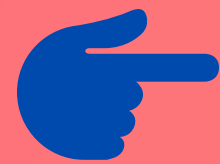
## Managing the Game Difficulty



How can you adapt the difficulty to the variety of students' abilities?



Which factors of the game need to be adapted to manage the difficulty?  
Name three and explain.



Which statements are true and which ones are false?

1. Multi-linear concepts make the game more difficult.

**T**

**F**

2. Letting learners choose the difficulty might demotivate them.

3. The game should always start with the most difficult riddle.

4. The link between a clue and a riddle should not be too strong.

5. The most important clues should be the hardest ones to find.

