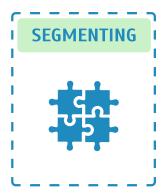
MULTIMEDIA INSTRUCTIONAL THEORIES THAT CAN BE APPLIED IN GAMIFICATION



Break down content into smaller segments or units to aid comprehension and reduce cognitive overload.



Adapt learning materials to suit individual learners' needs and preferences.



Allow learners to revisit and review content multiple times to reinforce learning and reduce anxiety.



Provide access to previous instructional materials to support learning and reduce cognitive load.



Structure information in a clear and coherent manner to facilitate understanding and reduce anxiety

MAYER'S
COGNITIVE
THEORY OF
MULTIMEDIA
LEARNING

Principles that can reduce cognitive load and enhance learning through multimedia presentations.

Coherence: Presenting material in a logical and organized manner.

Signaling: Highlighting important information to direct learners' attention.

Redundancy: Avoiding unnecessary repetition of information.

Spatial and Temporal Contiguity: Presenting related elements close together in time and space to facilitate comprehension. **Modality:** Presenting information using multiple sensory channels (e.g., visual and auditory).

Segmenting: Breaking down information into smaller, manageable chunks.

Pretraining: Introducing key concepts before presenting complex material.

Personalization: Tailoring content to individual learners' preferences and needs.

Voice and Image: Using human voice and relevant visuals to enhance understanding.