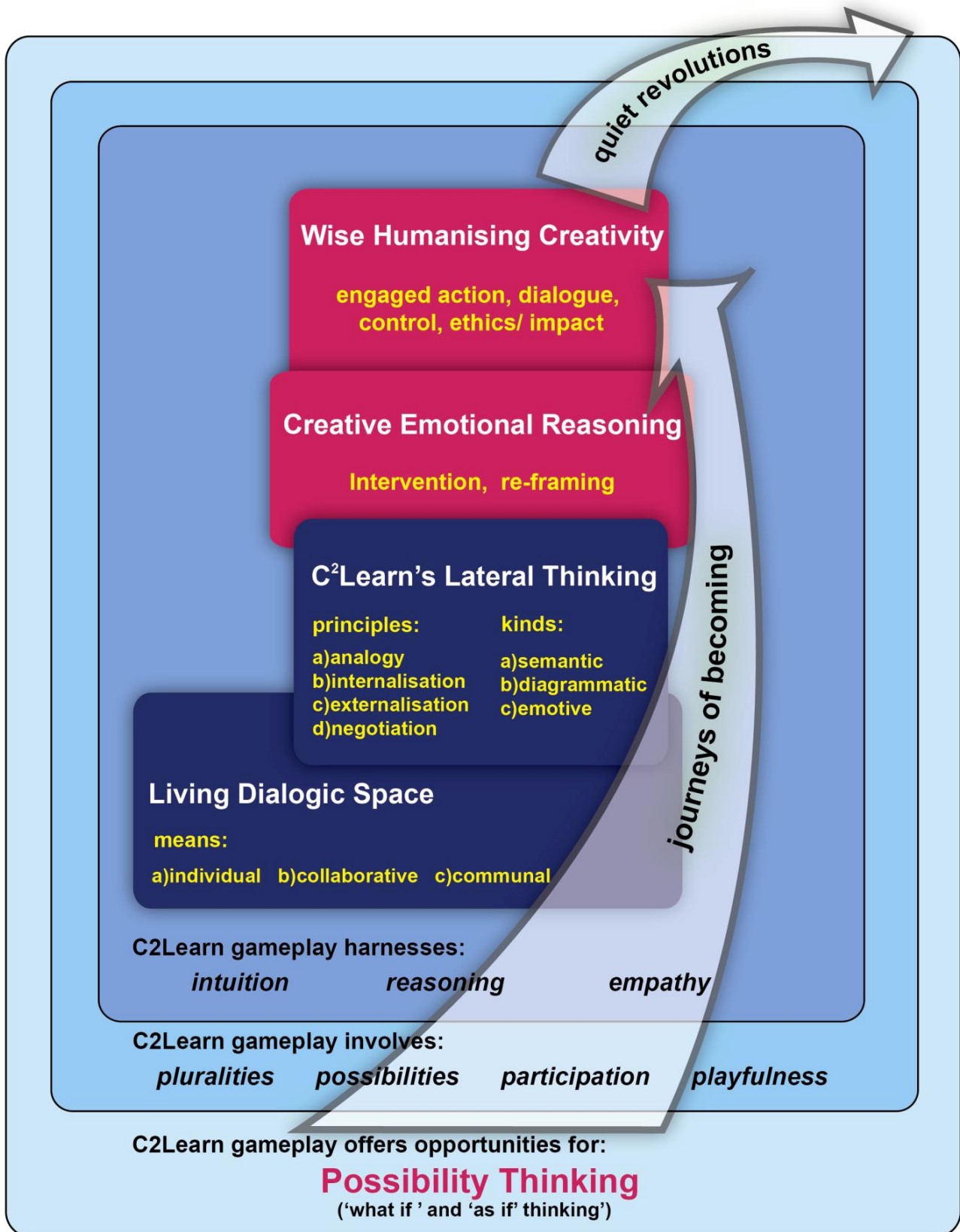


C2Learn Co-creativity Conceptual Framework

Pedagogical context within and beyond C2Learn Game:
valuing learner agency, standing back, time and space, “meddling”.



Pedagogic strategies are built into the game
and alongside it (in classroom) to enable WHC through LTC².