



























Stimuli	Elements						
Physiological	Perceptual				Intake	Time of the day	Mobility
	    Visual Audio Tactical Kinesthetic						
Emotional	Motivation		Conformity/Responsibility		Task persistence	Structure	
			 				
Environmental	Sound		Light		Temperature	Seating Design	
							
Social	Alone	Couple		Peer	Group	Authority	Variety
							
Psychological	Analytic		Global		Impulsive	Reflective	
							

Model of Learning Style created by Rita and Kenneth Dunn covering several aspects of needs for learning. Image can be used after the finishing of scale game to sum up theoretical background.