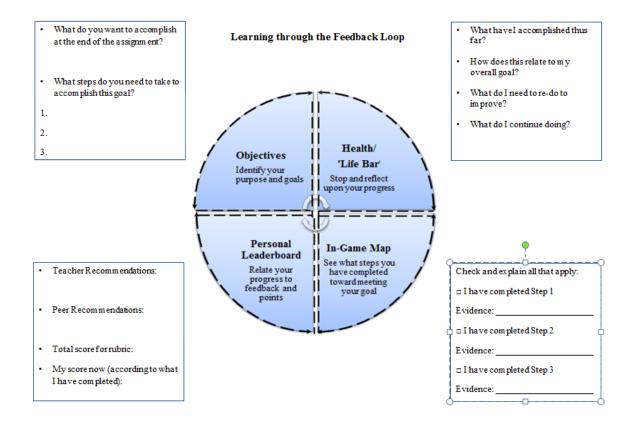
Appendix 27.2. Feedback Loop

Abrams, S. S., & Gerber, H. R. (2013). Achieving through the feedback loop: Videogames, authentic assessment, and meaningful learning. *English Journal 103*(1), 95–103. Copyright 2013 by the National Council of Teachers of English. Reprinted with permission.



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