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The effects of gamification-based teaching practices on student achievement and students' attitudes toward lessons

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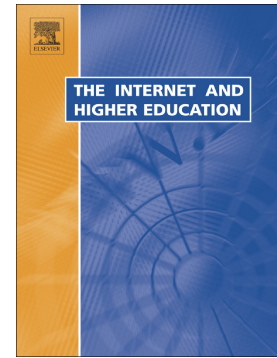
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The Effects of Gamification-Based Teaching Practices on Student Achievement and Students' Attitudes toward Lessons^a

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