**Table 1 : Different values of the variables integrated in the computation of the Difficulty Index D**

| Variables / Values | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|---|
| Game's mode | | exploring | training | evaluating | creating | | | |
| Text length | | 3 sentences | 4 sentences | 5 sentences | 6 sentences | 7 sentences | 8 sentences | 9 sentences |
| Layout | | Bullet points | 1 paragraph | 2 paragraphs | | | | |
| Targeted vocabulary frequency | | common connectors | quite common connectors | uncommon connectors | | | | |
| Overall vocabulary frequency | | very frequent vocabulary, close environment, school or familiar | Frequent vocabulary | Quite frequent vocabulary | up to 5 uncommon words | more than 5 uncommon words | | |
| Genres and numbers | | masculine singular | feminine singular | masc / fem / plural | masc / fem /singular / plural | | | |
| Verbal tense(s) | | 1 simple verbal tense | passé composé + présent | présent + futur | passé composé + imparfait | passé simple + imparfait | all composed verbal tenses | |
| Linear information (spatial) | not applicable | yes | no | | | | | |
| Linear information (temporal) | not applicable | yes | no | | | | | |
| Number of items | | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| Useless information | 0 | 1 | 2 | 3 | 4 | | | |
| Linguistic disrupters | 0 | 1 | 2 or more | | | | | |

**Table 2 : A Learning Pathways Example on GamesHUB with computation of Difficulty Index D**

| Exercise | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Targeted skill (S) or knowledge (K) | | S : Understand the links between 2 or more explicit information (location) | S : Understand the links between 2 or more explicit information (location) | S : Understand the links between 2 or more explicit information (location) | K : vocabulary - location connectors | S : Understand the links between 2 or more explicit information (location) | S : Understand the links between 2 or more explicit information (location) | S : Understand the links between 2 or more explicit information (location) | S : Understand the links between 2 or more explicit information (time) | S : Understand the links between 2 or more explicit information (time) | S : Understand the links between 2 or more explicit information (time) | S : Understand the links between 2 or more explicit information (location and time) | S : Understand the links between 2 or more explicit information (location) |
| Variable 0 | Game | PIL | PIL | PIL | unplugged activity | PIL | PIL | Q&C | Q&C | Q&C | Q&C | PIL | PIL |
| Variable 1 | Game's mode | 1 | 2 | 3 | x | 3 | 3 | 2 | 2 | 2 | 3 | 3 | 4 |
| Variable 2 | Text length | 1 | 1 | 1 | x | 2 | 2 | 1 | 2 | 2 | 2 | 2 | according to instructions |
| Variable 3 | Layout | 1 | 1 | 1 | x | 1 | 2 | 1 | 2 | 2 | 2 | 2 | according to instructions |
| Variable 4 | Targeted vocabulary frequency | 1 | 1 | 1 | x | 1 | 1 | 2 | 2 | 2 | 2 | 2 | free |
| Variable 5 | Overall vocabulary frequency | 1 | 1 | 1 | x | 2 | 2 | 2 | 2 | 2 | 2 | 2 | according to instructions |
| Variable 6 | Genres and numbers | 1 | 2 | 1 | x | 2 | 1 | 2 | 3 | 3 | 3 | 3 | according to instructions |
| Variable 7 | Verbal tense(s) | 1 | 1 | 1 | x | 1 | 1 | 1 | 2 | 2 | 2 | 2 | according to instructions |
| Variable 8 | Linear information (spatial) | 1 | 1 | 1 | x | 1 | 1 | 0 | 0 | 0 | 0 | 2 | according to instructions |
| Variable 9 | Linear information (temporal) | 0 | 0 | 0 | x | 0 | 0 | 1 | 1 | 2 | 2 | 2 | according to instructions |
| Variable 10 | Number of items | 1 | 1 | 2 | x | 2 | 3 | 2 | 2 | 2 | 2 | 2 | according to instructions |
| Variable 11 | Useless information | 0 | 0 | 0 | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Variable 12 | Linguistic disrupters | 0 | 0 | 0 | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Difficulty Indicator D | | 9 | 11 | 12 | | 15 | 16 | 14 | 18 | 19 | 20 | 22 | |