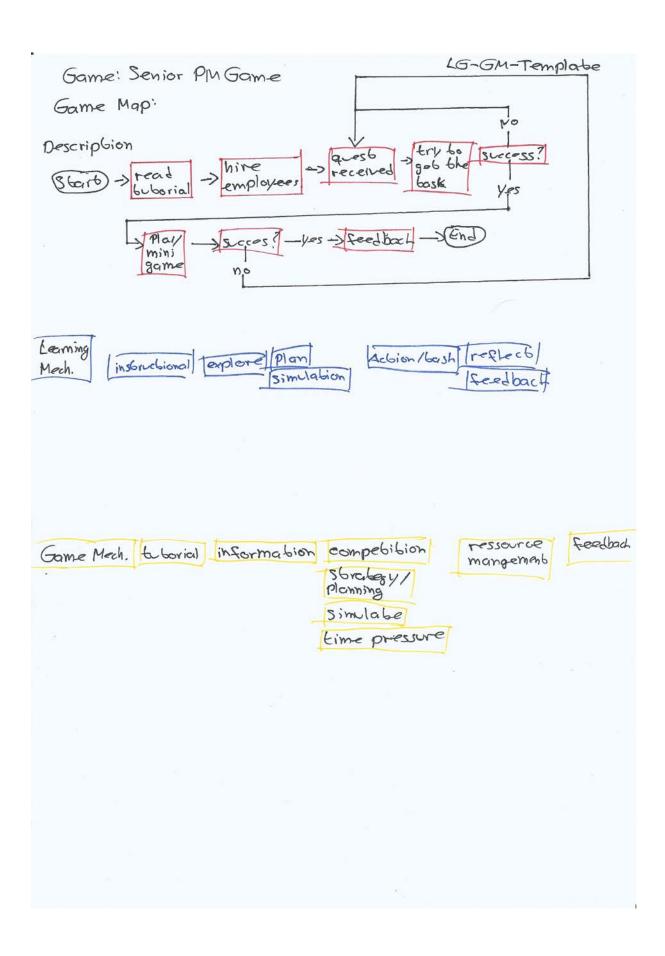
Game: Senior PM Game

	Learning Mechanics	
Instructional	Guidance	
Demonstration	Participation	Action / Task
Generalization/ Discrimination	Observation	Feedback
	Question & Answer	
Explore	Identify	Discover
	Plan	Objectify
Hypothesis	Experimentation	
	Repetition	
	Reflect / Discuss	Analyze
	Imitation	Shadowing
Simulation	Modelling	
Tutorial	Assessment	
	Competition	
Motivation	Ownership	Accountability
	Responsibility	Incentive





Game mechanic	Learning mechanic	Implementation	Usage
tutorial	Instructional	As text in the beginning oft he game	It's used to show the user how to play the game
information	explore	In the cards oft he employees	In the cards oft he employees the user can explore the different abilities of them.
competition	Action/task	When you place the bid	You have to place a bid to get the project, so it's a competition between the different players to get the project
Strategy/plannin g	plan	In the minigame	When you got the project you have to play a mini-game in which you have to manage the ressources of your employees clever, so that you can solve the task.
simulate	simulation	The mini-game is a simulation	If you start the simulation the mini-game- starts
Time pressure	assessment	In the mini-game	You've get in time pressure, if your employees aren't well trained or motivated
Ressource management	reflection	After the mini-game	You get a reflection, whether you completed the projet under or over budget, so you learn what to do better in future
feedback	feedback	Info box after the project	It's like the point "reflection" above