

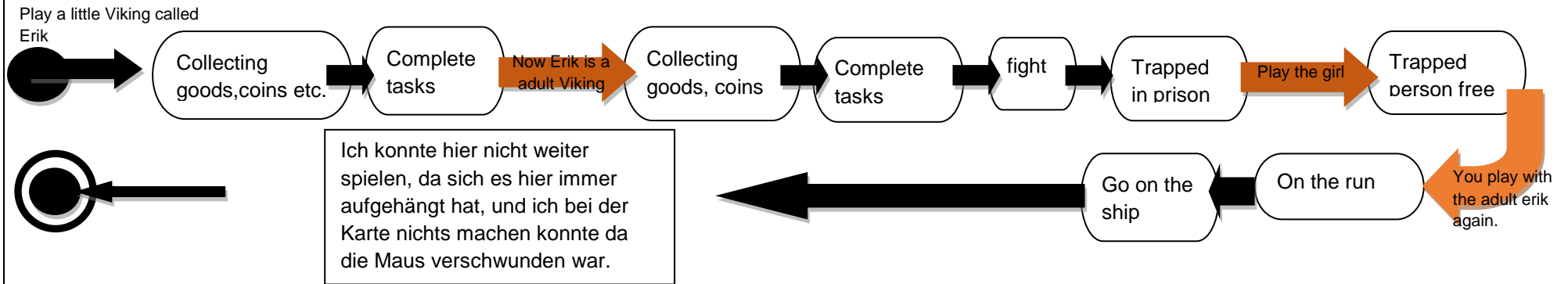
SGADM Game Analysis | *Part I – Activities map*

Game: Vikings

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	A story/history of a Viking is told and you have to play a lot of little quests.	You learn something about the Vikings history.	You learn something about the Vikings history.	You learn something about the Vikings history.
Subject	player	player	Game designer	Teacher
Motives	The gamer is playing a viking which grows up. You play out off the first person view.	The gamer is playing a viking which grows up. You play out off the first person view. So that you can better recognize the problems of a life as a viking.	The game was produced to teach students about the vikings.	The teacher using the game because it is appealing as a book or something like that.
Tool	Game	Game	Game	Game

SGADM Game Analysis | Part II – Game diagram and actions/ tools/ goals table

<Game diagram>



Game actions	You control a little Viking called Erik and play with him while he growing up.
Game tools	The game is a role play. You play a Viking and you collect information token and goods. In the game you feel led, somebody told what to do next and what you should do tasks.
Game goals	The goals of the game are to collect enough goods token and coins and do the tasks and reach the end.
Learning Actions	Completing the quests.
Learning Tools	Talking with other Vikings and other person to get information
Learning Goals	You learn a lot of the Viking history
Internal Teaching actions	If you have completed a task, you can start a new quest

Internal Teaching tools	You can speak with other characters in the game. In addition you see information on the screen when you click on the special person.
Internal Teaching goals	You learn something about the Viking history and a lot of different social relationships.
External Teaching actions	
External Teaching tools	
External Teaching goals	

SGADM Game Analysis | *Part III – Abstractions table*

Game actions	collecting, moving ,targeting, advance game-period, asking questions, answering questions, read information, obtain help
Game tools	role play, information, token, goods, guide character, task lists, quests, challenges
Game goals	collect resources, complete quest, reach narrative end
Learning Actions	completing goal, reading
Learning Tools	story, text, information, animation, task list, text
Learning Goals	understanding

Internal Teaching actions	telling story, rewarding good performance
Internal Teaching tools	help text, story, quests
Internal Teaching goals	Informing learner of objectives
External Teaching actions	
External Teaching tools	
External Teaching goals	