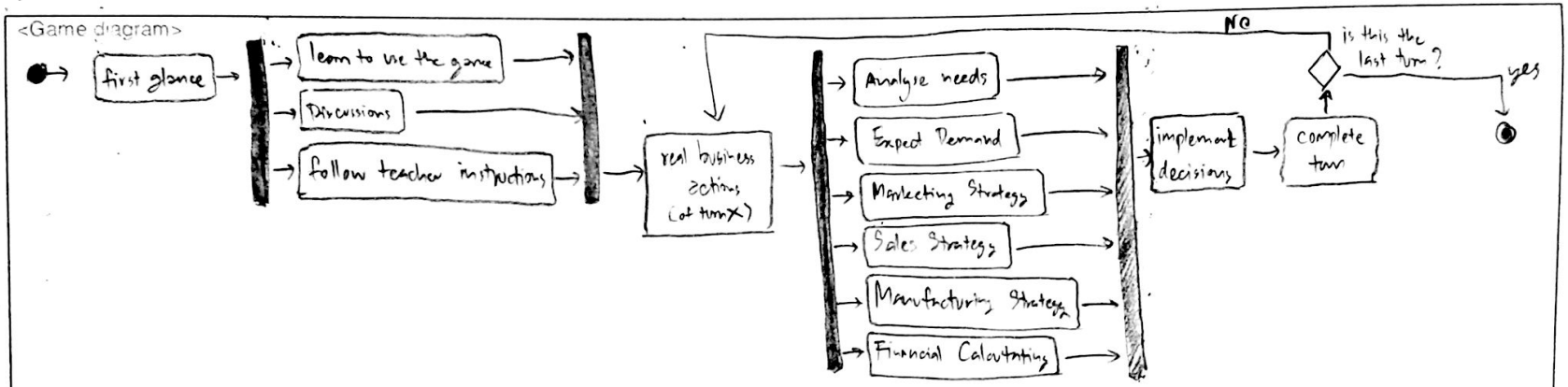
SGADM Game Analysis | *Part I – Activities map*

Game: MARKET PLACE

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	- Learning to use GUIs - click n read. -	- Mapping business concepts to game elements, what and where?	- try to cover & put business concepts (implement) into the game	- set up the game, using a manual from game provider. - expect a teaching results / outcome from using the game as a teaching tool.
Subject	Students in business course.	Students in business course	Game Designer, + Business Consultant	teacher in business course
Motives	- Learn business concepts. - get good grade - have fun - challenging	- Learning business concepts - have business skills.	- Get profit from licensing the game. - Supply teachers with a game that can teach business.	- want to teach students, business concepts by playing the game. - prof that serious game is better than traditional learning strategy.
Tool	the game, Marketplace	Marketplace	Game Engine, Prog. languages	Marketplace + manual for teacher

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

<Game diagram>



Game actions	customizing	- customizing - obtain help	- customizing - planning / strategy - selecting - see perf. eval of turn X-1 (previous)	- customizing - planning / strategy - selecting	- customizing - selecting - deal like (predefined time) to submit decisions
Game tools	- grids	- grids	- grids - input text box - tips - warning msg.	- grids - input text box	- submit button - cut scene - warning msg.
Game goals	- learn to use interface	- learn to use interface	- complete objective -	- form / discover goal - expect a result	- maximize score, performance - complete turn

Learning Actions	- Discovering - Discussion - discussion Exploring	- Selecting / choosing - input - verify / review	- selecting / choosing - input in text box. - planning - verify / reviewing - forming hypothesis - Discussion - Imitating	
Learning Tools		- simulator - tasks - test - report.	- information - report - Checklist - tasks - Challenge	
Learning Goals	- remember	- Evaluating - Analyzing	- analyzing - valuing - Receive / responding to phenomena	- Active experimentation
Internal Teaching actions				
Internal Teaching tools				
Internal Teaching goals				

External Teaching actions			
External Teaching tools			
External Teaching goals			

SGADM Game Analysis | *Part III – Abstractions table*

Game actions	
Game tools	
Game goals	
Learning Actions	
Learning Tools	
Learning Goals	
Internal Teaching actions	
Internal Teaching tools	
Internal Teaching goals	

External Teaching actions	
External Teaching tools	
External Teaching goals	