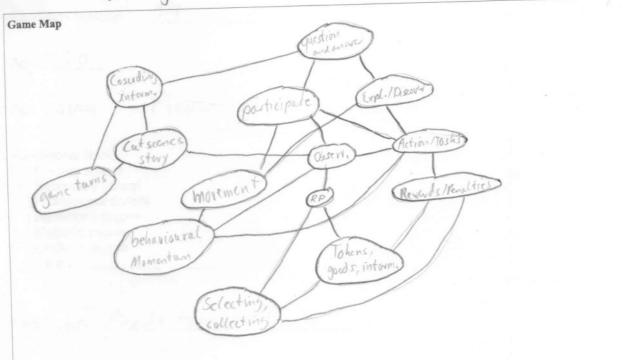
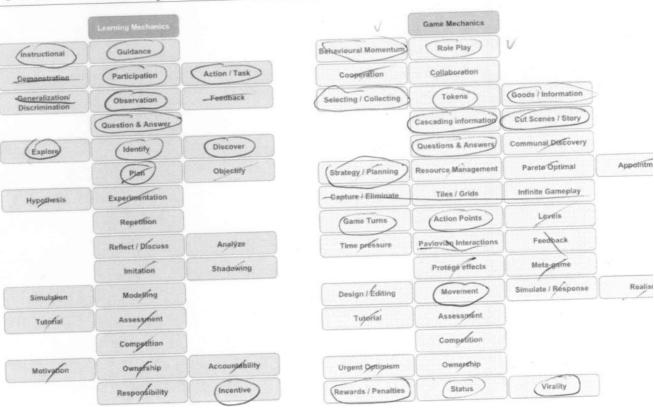
Game: Vikings



## I'm not share it I got the task right, this is how Junderstood it.



## Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
01.	guidance Instructional	Quests, Rewords for SUCCESS	Motivating the player, no tutorial is needed,
tohens selectingles	055ETV21601	collecting coins	gives a feeling of success
Question and answer	Cut scenes story	short story sequences, Dialogaes	gives a specified atmospher based on the game-story
gome turns		story mores on while doing quests	leeps the user at the genc, it doesn't get boring
Planning	Plan	Quests where the user has to find a way to sucat post e.g. guards.	increases the ability of creative
Movement	Explore	The characte is mored through the world of the game	better identification with gene - character
Rewards	Incentive	Things can be collected to get betta statistics or items	makes the game more attractive, gives feeling of success, good feeling supports learning et
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