

Activity	Subject	Description
<b>Gaming</b>	The player is an expert gamer.	The general objectives of the game are the ability to choose a components of a staff, to complete a project with deadlines and certain profits.
<b>Learning</b>	The gamer and the learner are the same person, with a good experience with the Smart Games	the learning objectives of the game are based on the test of the learner's ability of managerial skills, especially the human resource management and the ability to select the projects based on the possible gains with the available staff.
<b>Intrinsic Instruction</b>	Robc the game?> (see cell A12)	with this game, the player/learner can have an experience about the management skills
<b>Extrinsic Instruction (see cell A14)</b>	<Who is using the game to teach something?>	<Why is the subject using the game? How is the game used to teach something? Are there any other tools used in conjunction with the game to achieve the learning objectives?>

## Instructions:

*Gaming activity subject:*

Who is the player?

*Gaming activity description:*

Why is the subject playing? What are the general objectives of the game?

*Learning activity subject:*

Who is the learner?

*Learning activity description:*

Why is the subject engaging with the game? What are the learning objectives of the game?

*Intrinsic instruction subject:*

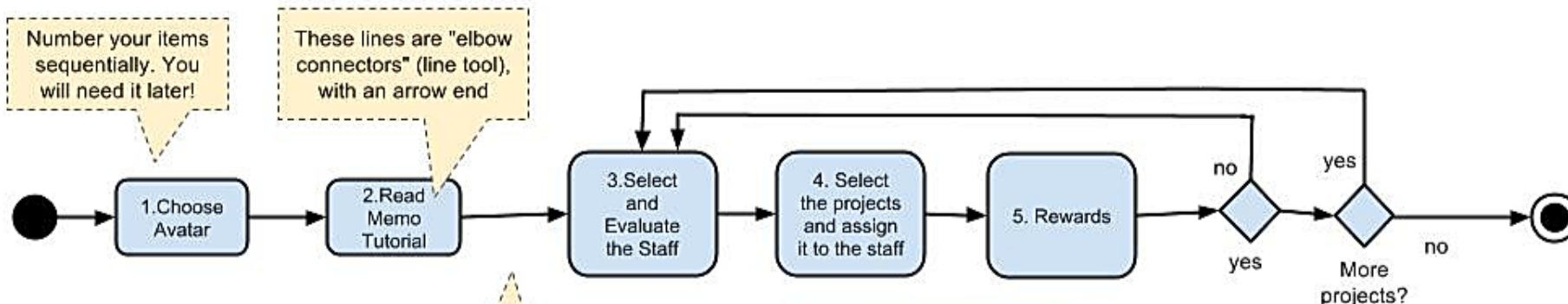
Who designed/ produced the game?

*Intrinsic instruction description:*

Why was the game produced? How is the game trying to convey its learning contents?

*Extrinsic instruction:*

For this analysis, there is no need to fill in the Extrinsic instruction layers.



Number your items sequentially. You will need it later!

These lines are "elbow connectors" (line tool), with an arrow end

These yellow notes are here to give you tips on the Google Draw interface. You can delete them when you don't need them anymore.

Use these shapes as templates. You can duplicate items with "Ctrl+D"

Use as many items as you need to represent the game flow!

If this is your second analysis, you can copy and paste the diagram you already made.

		Item number					
		1	2	3	4	5	6
Gaming	Actions (see cell A17)	Customize	Obtain help	Plan/Strategy: Select: Manage resources: Create	Select: Read Information		
	Tools (see cell A18)	Avatar	Tutorial: Warning messages; Tips	Virtual Skills;		Rewards: Performance meter: Progress bar; Status levels: Score: Time	
	Goals (see cell A19)	Learn to use interface	Collect Information	Configure game	Configure game	Maximize performance; Maximize score	
Learning	Actions (see cell A20)		Observe; Select;	Examine; Create; Choose	Classify: Modify;	Verifying/Reviewi ng	
	Tools (see cell A21)		...	Definitions		Report	
	Goals (see cell A22)		...	Understanding		Understanding	
Intrinsic instruction	Actions (see cell A23)		...		Scaffolding	Rewarding good performance	
	Tools (see cell A24)		Tips			Performance measures	
	Goals (see cell A25)		...	Attention		Satisfaction; Provide feedback	
Extrinsic	Actions	<What happens, during the game but outside of it, that supports the learner to achieve the learning goals?>	...				

instruction (see cell A26)	Tools	<Which elements are involved/used, outside the game, to support the instructional actions?>	...					
	Goals	<What are the instructional goals driving the actions described above?>	...					

## Instructions:

*Gaming actions:* How does the game unfold? Which actions does the subject perform in the game?

*Gaming tools:* Which elements are involved/used in the gaming actions?

*Gaming goals:* What does the subject have to achieve in the game at this point?

*Learning actions:* What tasks does the subject do in the game that are directed towards the learning goal?

*Learning tools:* Which elements are involved/used in the learning actions?

*Learning goals:* Which knowledge or skills the learner is expected to acquire with the learning actions?

*Intrinsic instruction actions:* What happens in the game that supports the learner to achieve the learning goals (assessment, feedback)?

*Intrinsic instruction tools:* Which elements are involved/used in the game to support the instructional actions?

*Intrinsic instruction goals:* What are the instructional goals of the game at this point?

*Extrinsic instruction:* For this analysis, there is no need to fill in the Extrinsic instruction layers.

Game sequence node	Gaming	Learning	Intrinsic Instruction	Extrinsic Instruction
1. Choose Avatar	The player finds a character (male or female) that's not used anywhere else in the game			<Description> (see cell A22)
2. Read memo tutorial	click on the shiny icon on the desk to understand the basic objectives and rules for the game	The tutorial is very important to understand the objectives of the SG and to have an overview of the staff members		<Description>
3. Select and evaluate the staff	the player/learner has to select the components of his staff. Every component has a list of skills	The staff selection is the most important feature of the game. The player has to pay attention to the staffer skills and consider the tendency to work properly as a team mate.	...	
4. Select the project and assign it to the staff	The player has to select a new project from a bid list. Every project has a name, a value and a potential fee.	The player has to consider the projects on the bid list, in relation to the selected staff. The game provides further advice, in order to allow to the player to figure out how to juggle in the completion of projects.	the complexity of the projects is indicated by the value and the potential fee. The interface prevents the player from making mistakes and evaluate the project and the staff skills.	

5. Rewards	If the staff made a good job, you complete the project and get the rewards. If the player completes many projects, he proceeds to the next level with an increase of staff members	The score of this game is based on the evolution of the staff members. The more the player uses them, the more they grow up in loyalty and learning skills. If the player does not understand this feature, it will not be able to access to the higher level or to the harder projects of the bid list	The assesment of player's performance can be monitored by the the project schedule, the budget and the Inbox messages like vacation requests, training requests and absences. If the player does not follow the right way to grow in the game, there are various elements that indicate that something is wrong. The interpretation of these elements is essential to understand if the choices made are correct or the player needs to go back and make some changes.	

## Instructions:

*Gaming sequence node:* Just fill in the number and name of the game sequence node

*Gaming description:* Consider the elements from the three gaming layers together, and write a textual

*Learning description:* Consider the elements from the three learning layers together, and write a textual

*Intrinsic instruction description:* Consider the elements from the three intrinsic instruction layers together, and write a textual description of how the usage of such elements and characteristics, together,

*Extrinsic instruction:* For this analysis, there is no need to fill in the Extrinsic instruction layers.