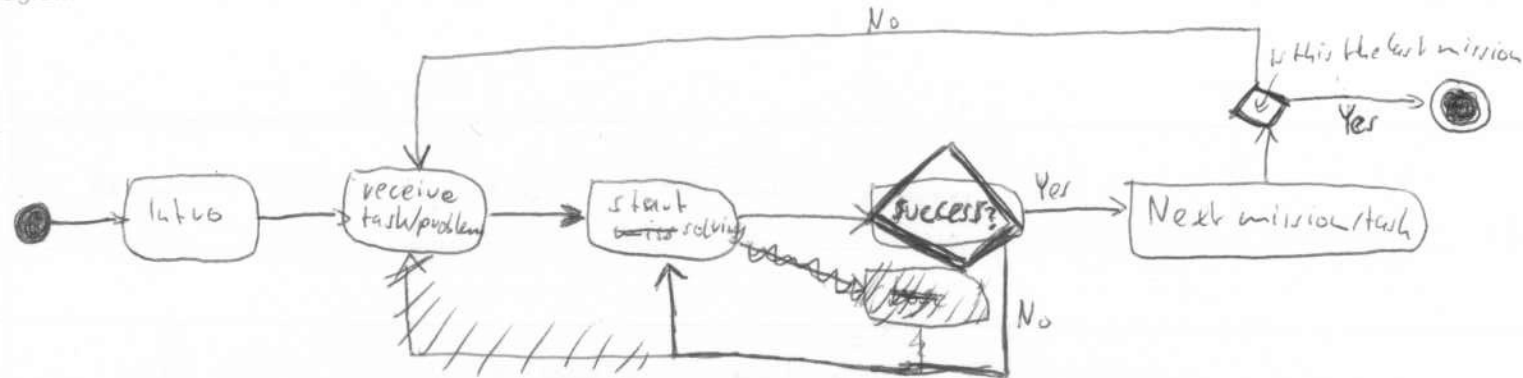# SGADM Game Analysis | *Part I – Activities map*

Game: _Vikings_

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	You see ~~play~~ the life of an ~~young~~ viking/ You play the game	~~to~~ learn how vikings lived their lives, how cruel they were and what they believed in	~~Use~~ You use the game to directly experience what impact the characters actions have on the story, and which to ~~directly~~ experience the viking world, ↑ indirectly	
Subject	The ~~game everyone~~ player ~~and everyone watching~~	The player and everyone watching	- Game designer • Producer name not available	~~A teacher~~ A (history) teach
Motives	- Fun The game gives a ~~visual and interactive~~ -Story ~~of its topic~~ The game is an interactive with the player in the subject's context.	The interactivity, visual and audible ~~output~~ output ~~an~~ create direct contact between the learner and the ~~sub~~ subject.	To teach children about vikings in an appropriate way.	- Better imagining of the topic ~~Because children have a less hard time imagining the subject and connect with the topic taste~~ - Appropriate ~~way to style of~~ style of activity for the target group
Tool	Game	Game	Game	~~Game~~ Game

<Game diagram>

Game actions	The player plays the life of an viking, meaning you collect, fight and make decisions. The player sees the consequences of his actions likely in the next sequence.
Game tools	Coins, Items, Skillpoints/battleskills, weapons, health
Game goals	Make the right decisions to get further in the story. Collect money and items to buy new items and learn skills.

Learning Actions	Make decisions, fight, collect, explore ~~dist~~ and talk to NPCs to experience what the character experiences.
Learning Tools	Decisions, fighting, collecting and ~~tabl~~ making dialogues
Learning Goals	Learn about the living conditions, cruelty and daily life of vikings.
Internal Teaching actions	~~Every~~ Watching the activities and talking to ingame characters. Fulfilling the tasks. to get further in the story. Exploring the world. Right choices lead to getting further in the story.
Internal Teaching tools	Dialogues, Rewards, Getting further in the story, seeing the results of ~~his~~ the players decisions/activities
Internal Teaching goals	~~be~~ Experiencing the story and the viking world.

External Teaching actions	
External Teaching tools	
External Teaching goals	

Game actions	Collecting, Eliminating, ~~Dethe~~ Exchanging, Tactical Maneuvering, Trading Virtual items, Moving, Advance someperiod, Asking Questions, Answering Questions/trivia, Watch/listen to/read information, Watch/listen to/read st
Game tools	Collect resources, get acquainted with story, Complete quest, complete side quests, Reach narrative end
Game goals	2D/3D space, Information, NPC, Virtual money, Virtual skills, Rewards, Guide character, Checklist/Tasklist, Tips, Roleplay, Story (text), Alternating turns, Game period, Quest/Problem
Learning Actions	Completing goal, Exploring, Participating in a conversation, Reading, Selecting/Choosing
Learning Tools	Animation, Challenge, Graphics, Information, Story, Tasklist/Checklist, tasks, Text
Learning Goals	Understanding, Perception (awareness), concrete experience, Foundational knowledge
Internal Teaching actions	Telling story,
Internal Teaching tools	Limited set of choices, Questions/Answers, Rewards, story, Tips/Assistance
Internal Teaching goals	

External Teaching actions	
External Teaching tools	
External Teaching goals	

Entity manipulations			Movement		Time-related	Information
Capturing	Eliminating	Owning	Avoiding	Shooting	Manipulating time	Asking questions
Collecting	Exchanging	Planning / Strategy	Colliding	Targeting	Starting/ Stopping time	Answering questions / trivia
Creating	Generating	Removing	Moving	Teleporting	Advance game period	Obtain help
Customizing	Managing resources	Selecting	Evading	Traversing		See performance evaluation
Designing	Manipulating gravity	Tactical maneuvering	Rotating	Visiting		Watch / Listen to / Read information
Destroying	Matching	Trading virtual items				Watch / Listen to / Read story
Editing						

resources	story
Be the first to reach the end	Learn to use interface
Be the last player standing	Maximize performance
Collect information	Maximize score
Complete quest	Perform task within allotted time
Complete side quests	Reach narrative end
Form/discover goal	Reach resources end

Gaming tools										
Objects		Attributes	Time	Feedback	Help	Chance/ Randomness	Narrative (aesthetics)	Rules	Segmentation of gameplay	Goal metrics
2D/3D space	Modifiers	Lives	Chronometer	Achievements	Advice and assistance	Dice	Cut scenes	(In)complete information	Alternating turns	Achievement
Cards	Non-playing characters (NPC)	Position in space	Time pressure	Leaderboards	Guide character	Lottery	Role play	Competition	Challenges	Performance record
Gifts	Tiles	Roles		Penalties	Checklists/ Task lists	Random appearances	Story (text)	Game modes	Checkpoints	Score
Goods	Tokens	Secrets		Performance meters	Tips	Randomizers		Gamemaster / referee	Game Period	Success level
Grids	Virtual money	Virtual skills		Performance record	Tutorial			Multiplayer	Infinite gameplay	Time
Information				Points	Warning messages			Zero-sum / non-zero-sum	Levels	
				Progress bar					Metagame	
				Rewards					Puzzles	
				Status levels					Quest / Problem	
									Time	

Learning actions

Completing goal	Memorizing
Discovering	Model building
Discriminating	Objectifying
Discussion	Observing
Experimentating	Participating
Exploring	Participating in conversation
Forming hypothesis	Performing action/ task
Forming goal	Planning
Generalizing	Puzzlement
Identifying	Reading
Imitating	Repetition
Listening	Selecting/ Choosing
Locating	Verifying/ Reviewing

Learning tools

Animation
Challenge
Graphics
Information
Report
Simulator
Story
Student diary
Task list/ Checklist
Tasks
Tests
Text
Video

Learning goals

Bloom's Taxonomy – Cognitive domain	Bloom's Taxonomy – Affective domain	Bloom's Taxonomy – Psychomotor domain	Kolb's experiential learning cycle	Fink's Taxonomy
Remembering	Receiving phenomena	Perception (awareness)	Concrete experience	Foundational Knowledge
Understanding	Responding to phenomena	Set	Active experimentation	Application
Analyzing	Valuing	Guided response	Reflective observation	Integration
Applying	Organization	Mechanism (basic proficiency)	Abstract conceptualization	Human dimension
Evaluating	Internalizing values	Complex Overt Response		Caring
Creating		Adaptation		Learning how to learn
		Origination		

Teaching actions

- Demonstrating
- Presenting material
- Presenting problem
- Presenting quiz
- Qualitatively assessing performance
- Quantitatively assessing performance
- Reviewing lesson
- Rewarding good performance
- Sanctioning bad performance
- Scaffolding
- Showing similar problems
- Stressing importance
- Suggesting improvements
- Telling story

Teaching tools

- Checklists
- Deadlines
- Discussion
- Help text
- Limited set of choices
- Penalties
- Performance measures
- Practice tests
- Questions & Answers
- Rewards
- Simulators
- Story
- Tips / Assistance
- Warning messages

Teaching goals

Gagné's Nine Events of Instruction	ARCS Model of Motivational Design
Gaining attention	Attention
Informing learner of objective	Relevance
Stimulating recall of prior learning	Confidence
Presenting the stimulus	Satisfaction
Providing learning guidance	
Eliciting performance	
Providing feedback	
Assessing performance	
Enhancing retention and transfer	

Shapes of an activity diagram

- Initial state
- End state
- Action state
- Decision with alternate paths
- Beginning or end of parallel activities (or when the order does not matter)
- Connecting arrows