

Learning mechanism	Gaming mechanism	Implementation	Usage
<LM 24>	<GM 31>	Classical instruction based tutorial	First guided experience
<LM 08>	<GM 36>	Feedback during task execution	Rewards/penalties received via desk message. User receive a "live" feed about his project
<LM04>	<GM02>	Well defined player role	Failed projects impact directly on player only at a second level.
<L28>	<GM02>	Both graphical and semantic	Mostly language. "your" project, "your" team, "your" value
<LM14>	<GM07>	Mostly graphical	Unable to define direct effects of bio description
<LM17>	<GM23>	Game turns pattern	Direct feedback about earnings
<LM07>	<GM09>	Inactivity during action resolving	Once time has started, the number of interactions lowers
<LM13>	<GM08>	Relationship between L07-G09	Secondary effect: during action resolving the time window shrinks. Player CAN interact with the game but each action "must" be planned before the run
<LM16>	<GM22>	side effect of L07-G09 and L13-G08	Any random action has the seed for a creative exploit. Time pressure helps
<LM04>	<GM02>	In game player avatar	

Instructions:

Learning mechanism:

Gaming mechanism:

Implementation:

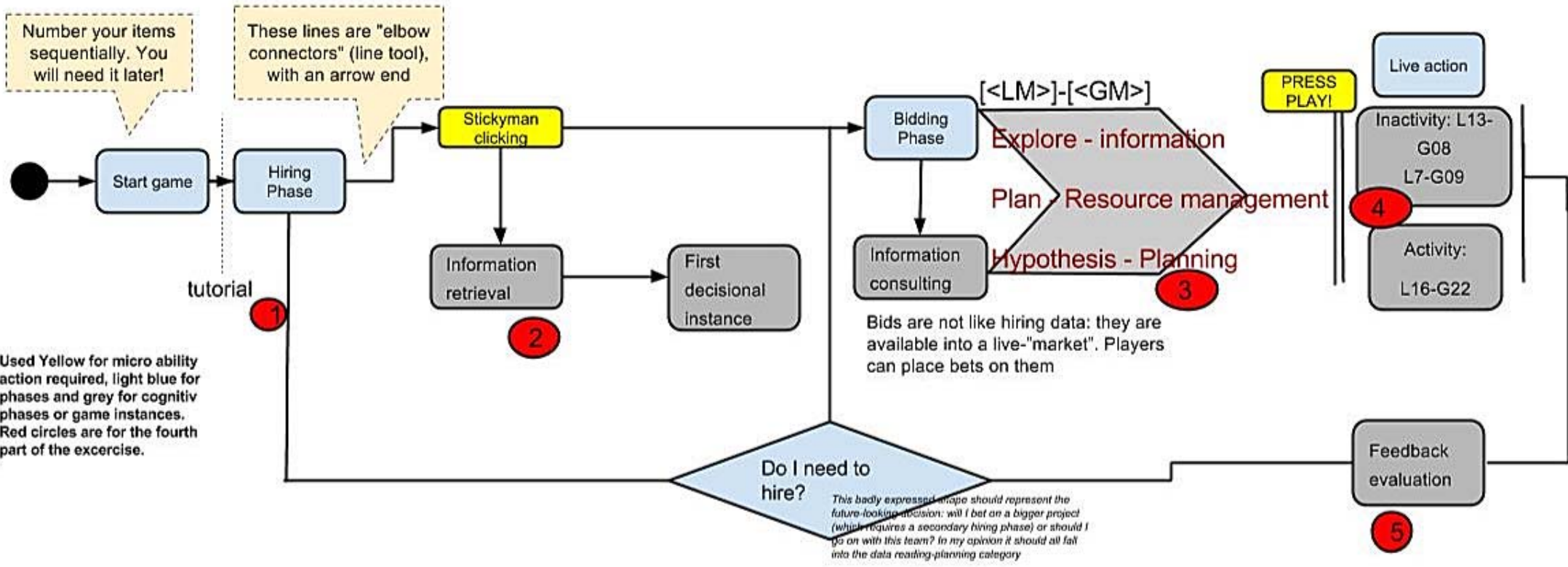
Usage:

Write the name of one learning mechanism you identified in the game.

mechanism in this same row.

game mechanics, is actually implemented in the game.

pedagogical goals.



Number your items sequentially. You will need it later!

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

Used Yellow for micro ability action required, light blue for phases and grey for cognitiv phases or game instances. Red circles are for the fourth part of the exercise.

tutorial 1

2

3

4

5

Game sequence node	Learning mechanic(s)	Gaming mechanic(s)
1 Tutorial	<LM 24>	<GM 31>
2 Information retrieval	<LM 08>	<GM 36>
3 Preparation phase	<LM10>	<GM07>
	<LM13>	<GM13>
	<LM15>	<GM12>
4 Performance	<LM13>	<GM08>
	<LM07>	<GM09>
	<LM16>	<GM22>
5 Sanction	<LM17>	<LM23>

Instructions:

Game sequence node:

Write down one single game sequence node number and its name.

Learning mechanism:

this game sequence node.

Gaming mechanism:

this game sequence node.