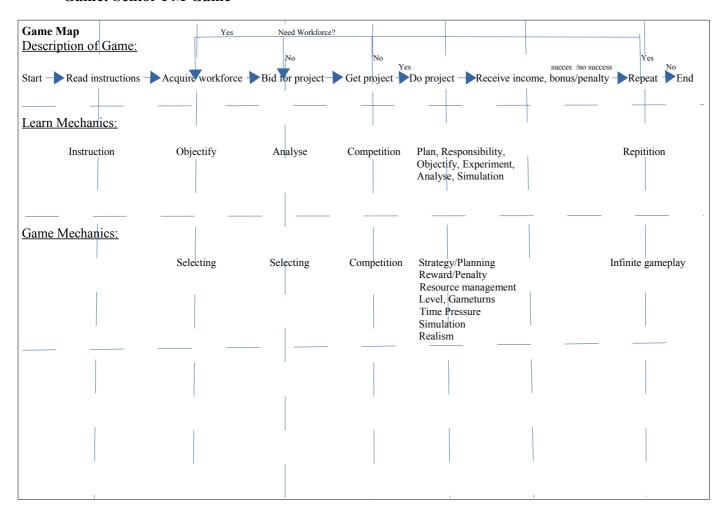
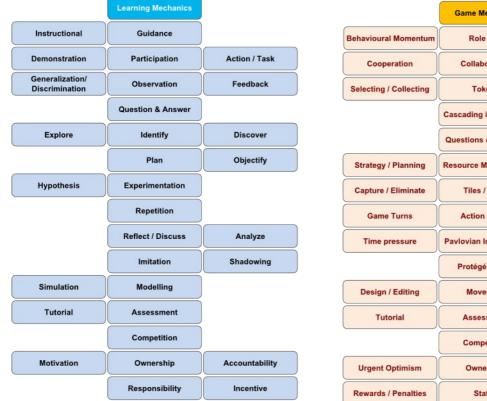
## **Game: Senior PM Game**







## **Table: Description of Serious Game Mechanics**

Game mechanic	Learning mechanic	Implementation	Usage
Strategy/ Planning	Plan	You plan the usage of the workforce	You learn to plan an efficient way to coordinate your workforce in a project
Rewards/ penalties	Responsibility	You receive rewards/penalties for being under/over time limit	You learn that not being able to do the task correctly has consequenses, so you choose projects responsibly
Resource management	Plan, Objectify	You objectify your workforce which is your resource in this game to coordinate it	You objectify the non-object resource a bit to be able to make an successful plan
Infinite Gameplay	Experimentation	Since you have an infinite amount of chances, you can experiment and variate how you deal with projects	The more you experiment and practise, the better you learn how to successfully manage the project
Game turns, Levels	Repitition	The projects are more or less similar in each difficulty so you can basically repeat the projects until you are able to do harder ones	More practise through repitition of the tasks and using the acquired skills to handly more difficult ones
Time pressure	Analyse	You need to analyse the projects before doing them to be able to do them in time	You learn to analyse a problem before you try to work it out, so you can do it properly under given circumstances
Simulate/ Response, Realism	Simulation	Simulation of realistic aspects of projectmanagement and workforce behaviour	You can understand how the topic works in real life better
Competition	Competition	Since it's a multiplayer game, other players can try to get the same projects that you want.	You learn that there is competition, which means you have to improve to be able to sustain the competition