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

Game: MARKETPLACE

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	SI DEVONO PRENDERE DELLE DECISIONI PER FAR SI CHE LA AZIENDA VADA AVANTI PER IL MEGLIO.	SI VOGLIONO APPRENDERE NOZIONI RIGUARDANTI LA GESTIONE DI UN'AZIENDA.		
Subject	LA SQUADRA DI STUDENTI	LA SQUADRA DI STUDENTI		
Motives	PER POTER APPRENDERE NUOVE NOZIONI			
Tool	GAME	GAME	—	

<Game diagram>
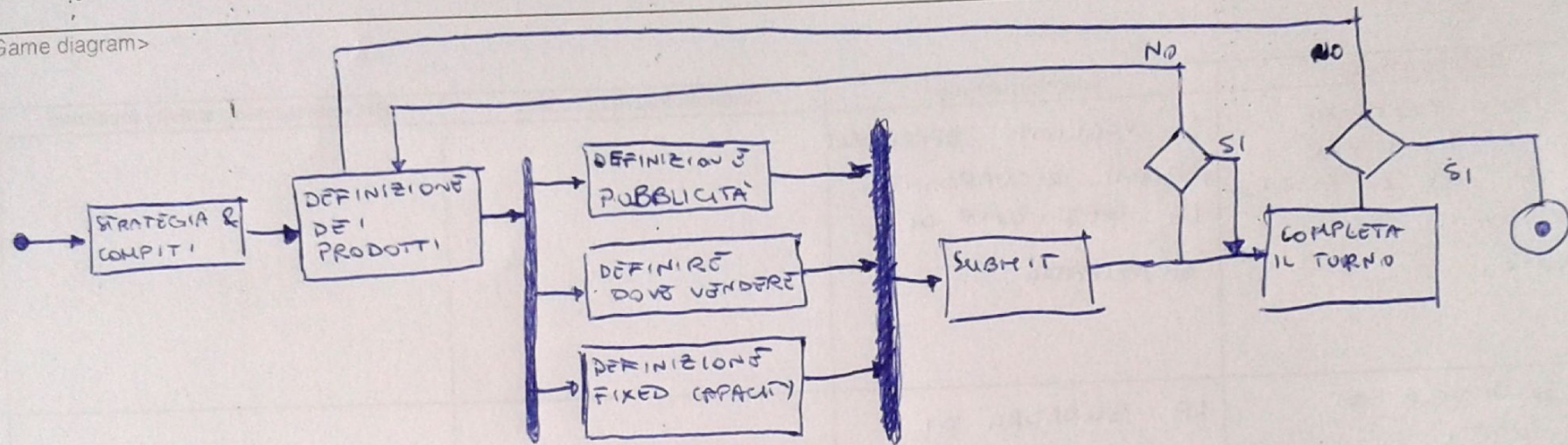
Game actions	SI PARTE DA ZERO CON UN TOT DI DENARO A DISPOSIZIONE, SI DECIDONO LE GERARCHIE NELL'AZIENDA, SU QUALI SEGMENTI INVESTIRE, IN QUALE CITTA' VENDERE.
Game tools	GLI ELEMENTI USATI NEL GIOCO SONO UN INSIEME DI TABELLE E DATI CHE AIUTANO LO STUDENTE NELLO SVILUPPO.
Game goals	L'OBBIETTIVO E' QUELLO DI NON FALLIRE, DI VENDERE IL PIÙ POSSIBILE E DI PRENDERE LA FETTA DI MERCATO MAGGIORE

Learning Actions	AD OGNI QUARTER ANDAVANO ANALIZZATI I PRECEDENTI DATI IN MODO DA COMPRENDERE COSA MODIFICARE PER MIGLIORARE I ~~DATI~~ SUCCESSIVI RISULTATI.
Learning Tools	A DISPOSIZIONE DELL'UTENTE C'ERANO DELLE LETTURE LEGATE AD OGNI WORKSPACE CHE SPIEGAVANO AL GIOCATORE COSA FARE ~~DA~~ IN QUELLA VOCE DEL GIOCO.
Learning Goals	APPRENDERE IL CAMBIARE DEL MERCATO E QUINDI COME AGIRE DI CONSEGUENZA
Internal Teaching actions	
Internal Teaching tools	
Internal Teaching goals	

SGADM Game Analysis | Part III – Abstractions table

Game actions	SI MODIFICAVANO I DATI PER FAR SI CHE 'NEL QUARTER SUCCESSIVO SI ABBIANO GUADAGNI MAGGIORI, MARKET SHARE PIÙ GRANDE ECC.
Game tools	USO DI SOLDI VIRTUALI, DI GRIGLIE CONTENENTI INFO. ATTRAVERSO I FEEDBACK SI HANNO I RISCONTRI SULLE PROPRIE SCELTE.
Game goals	L'OBBIETTIVO ERA MASSIMIZZARE LE PERFORMANCE
Learning Actions	
Learning Tools	VEDI TABELLE
Learning Goals	
Internal Teaching actions	
Internal Teaching tools	
Internal Teaching goals	

Gaming actions

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						

Gaming goals

Collect resources	Get acquainted with 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