

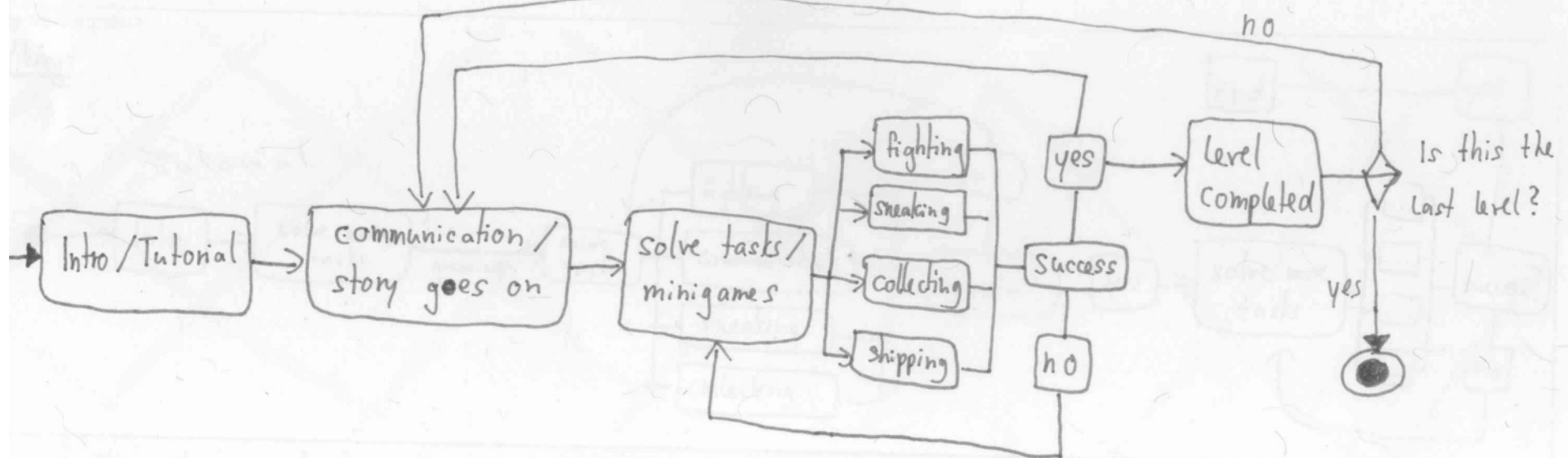
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iADM Game Analysis | Part I - Activities map

me: Vikings

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	The player is a viking boy called Erik who has to solve different tasks.	The learner has to solve minigames (fighting/sneaking) with concentration and learns about viking history.	Use the game to explain how vikings lived (in an easy way) and to get a short overview about their history.	
Subject	Player	Player/Learner	Serious Games Interactive	Teachers in school
Activities	The subject can learn something about vikings indirectly. ↳ Combined with fun.	To learn something about viking history and to increase personal skills like concentration.	To get a use of technology and game mechanics for the life.	
Tool	game	game	game	

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The player starts as a young man, but as he becomes older, he has to take different tasks: collect coins and talk to special people to go on in the story.

Game progress: solving by solving minigames (leveling).

Solve all tasks and minigames, go on in the story and finish the chapter.

ADM Game Analysis | Part II – Game diagram and actions/ tools/ goals table

Game diagram>

Vikings



Game actions	The player starts as a young viking. While he becomes older, he has to solve different tasks, collect coins and talk to special persons to go on in the story.
Game tools	coins, fighting, moving by clicking, minigames (sneaking)
Game goals	Solve all tasks and minigames, go on in the story and finish the storyline.

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Learning tutions	dialogues concerning viking history, minigames to better the concentration
Learning ools	- dialogues, storyline, minigames
Learning oals	Get an overview about viking history, increase concentration skills.
Learning tutions	Reaching the next levels with more games and information.
Learning ools	game process in storyline as a feedback, seeing the number of collected coins.
Learning oals	Giving an overview of viking history.

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ADM Game Analysis | Part III - Abstractions table

game actions	collecting, moving, read information, watch story
game tools	3D space, NPC, tutorial, Role Play, Story, Quest/Problem, Time
game goals	complete quest, get acquainted with story
learning actions	completing goal, reading
learning tools	Animation, story, tasks
learning goals	Active experimentation, understanding
external learning actions	telling story
external learning tools	Questions and answers, story
external learning goals	Informing learner of objective

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[illegible]

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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

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Learning actions	
Completing goal	Memorizing
Discovering	Model building
Discriminating	Objectifying
Discussion	Observing
Experimenting	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		

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Teaching actions
Demonstrating
Presenting material
Presenting problem
Presenting quiz
Qualitatively assessing performance
Quantitatively assessing performance
Reviewing lesson
Rewarding good performance
Punishing 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