GED9

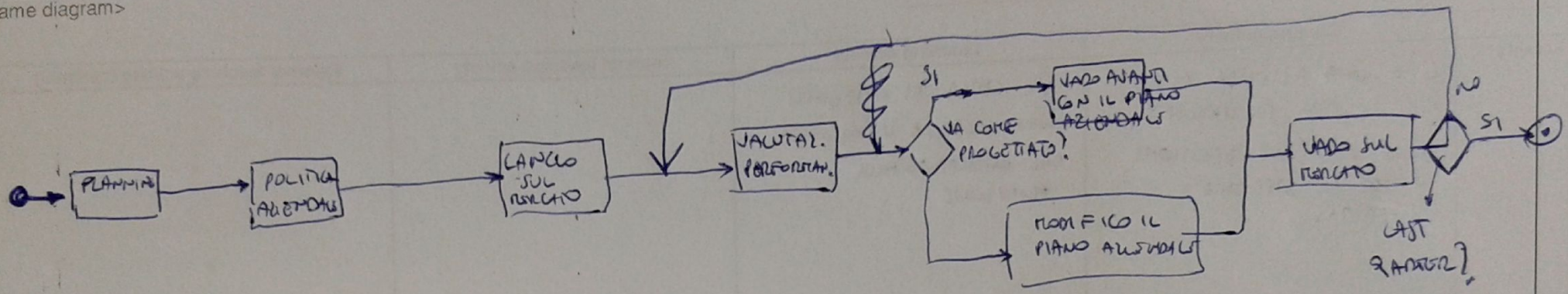
SGADM Game Analysis | ***Part I – Activities map***

Game: MARKETPLACE

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	C'È UNA AZIENDA DI PC CHE ENTRA SUL MERCATO, DEVE PRENDERE DECISIONI IN MODO DA SUPERARE I COMPETITORI	SI CERCA DI INSEGNARE COME GESTIRE UN'AZIENDA, DAL MARKETING ALLA PRODUZIONE		
Subject	STUDENT	STUDENT		
Motives	TO LEARN ABOUT ENTERTAINMENTSHIP	TO LEARN ABOUT ENTERTAINMENTSHIP		
Tool	GAME	GAME		

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

<Game diagram>



Game actions	ANALIZZARE IL MERCATO E DECIDERE COSA DEVE FARE L'ALLENDA
Game tools	STRUMENTI PER LA VALUTAZIONE DEL MERCATO
Game goals	SORPASSARE I COMPETITORS

Learning Actions	SI IMPARA COME EVOLVE UN NUOVO PRODOTTO. SI IMPARA A LEGGERE I DATI CHE ARRIVANO DALLE RICERCHE DI MERCATO
Learning Tools	LETTURE. TOOL PER LA VISUALIZZAZIONE DEI DATI
Learning Goals	LEGGERE DATI DI MERCATO E SAPER ADATTARE LA PROPRIA POLITICA AZIENDALE ALLE VARIAZIONI DELLO STESSO. CREAZIONE DI UNA POLITICA AZIENDALE
Internal Teaching actions	
Internal Teaching tools	
Internal Teaching goals	

SGADM Game Analysis | ***Part III – Abstractions table***

Game actions	CREATING, CUSTOMIZING, DESIGNING, EDITING, PLANNING, SEE PERFORMANCE EVALUATION
Game tools	GMDS, INFORMATION, VIRTUAL MONEY, ACHIEVEMENTS, PERFORMANCE METERS, ADVICE AND ASSISTANCE, TIPS, WARNING MESSAGE, COMPETION, GAME PERIOD
Game goals	MAXIMIZE PERFORMANCE
Learning Actions	PLANNING
Learning Tools	INFORMATION
Learning Goals	ANALYZING, EVALUATING, ORGANIZATION, ADAPTATION, REFLECTIVE OBSERVATION
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		