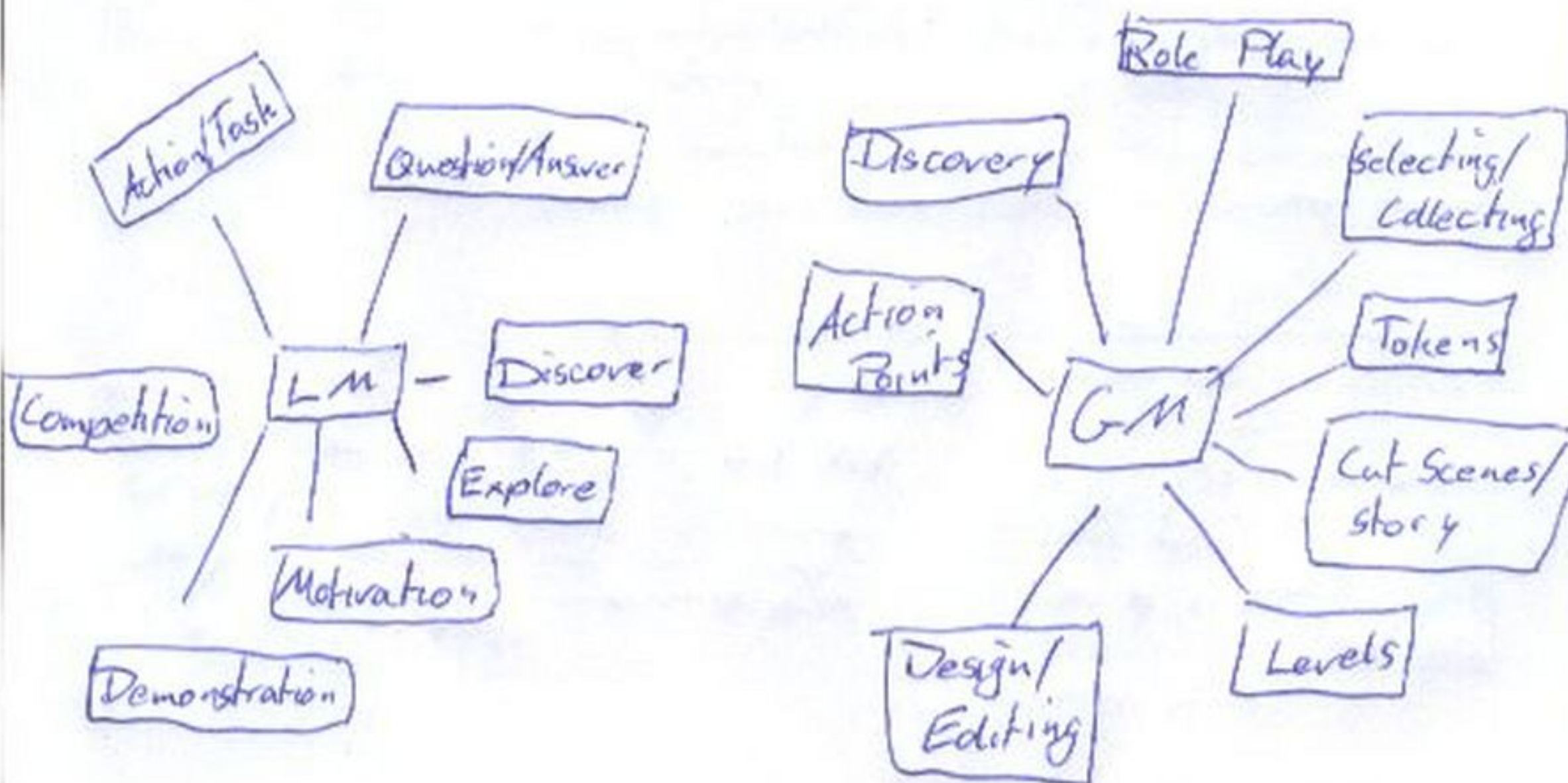


Game: Vikings

Game Map



Learning Mechanics			Game Mechanics		
Instructional	Guidance		Behavioural Memorandum	Role Play	
Demonstration	Participation	Action / Task	Cooperation	Collaboration	
Generalization/ Discrimination	Observation	Feedback	Selecting / Collecting	Tokens	Goods / Information
	Question & Answer			Cascading Information	Cut Scenes / Story
Explore	Identify	Discover		Questions & Answers	Communal Discovery
	Plan	Objectify	Strategy / Planning	Resource Management	Pareto Optimal
Hypothesis	Experimentation		Capture / Eliminate	TEPs / Grids	Infinite Gameplay
	Repetition		Own Turns	Action Points	Levels
	Reflect / Discuss	Analyze	Time pressure	Pavlovian Interactions	Feedback
	Imitation	Shadowing		Protégé effects	Meta-game
Situation	Modeling		Design / Editing	Movement	Simulate / Response
Tutorial	Assessment		Tutorial	Assessment	Ration
	Competition			Competition	
Motivation	Ownership	Accountability	Urgent Optimism	Ownership	
	Responsibility	Incentive	Rewards / Penalties	Status	Verisimilitude

Table: Description of Serious Game Mechanics

[illegible]