(11)

Game: Vikings

Game Map

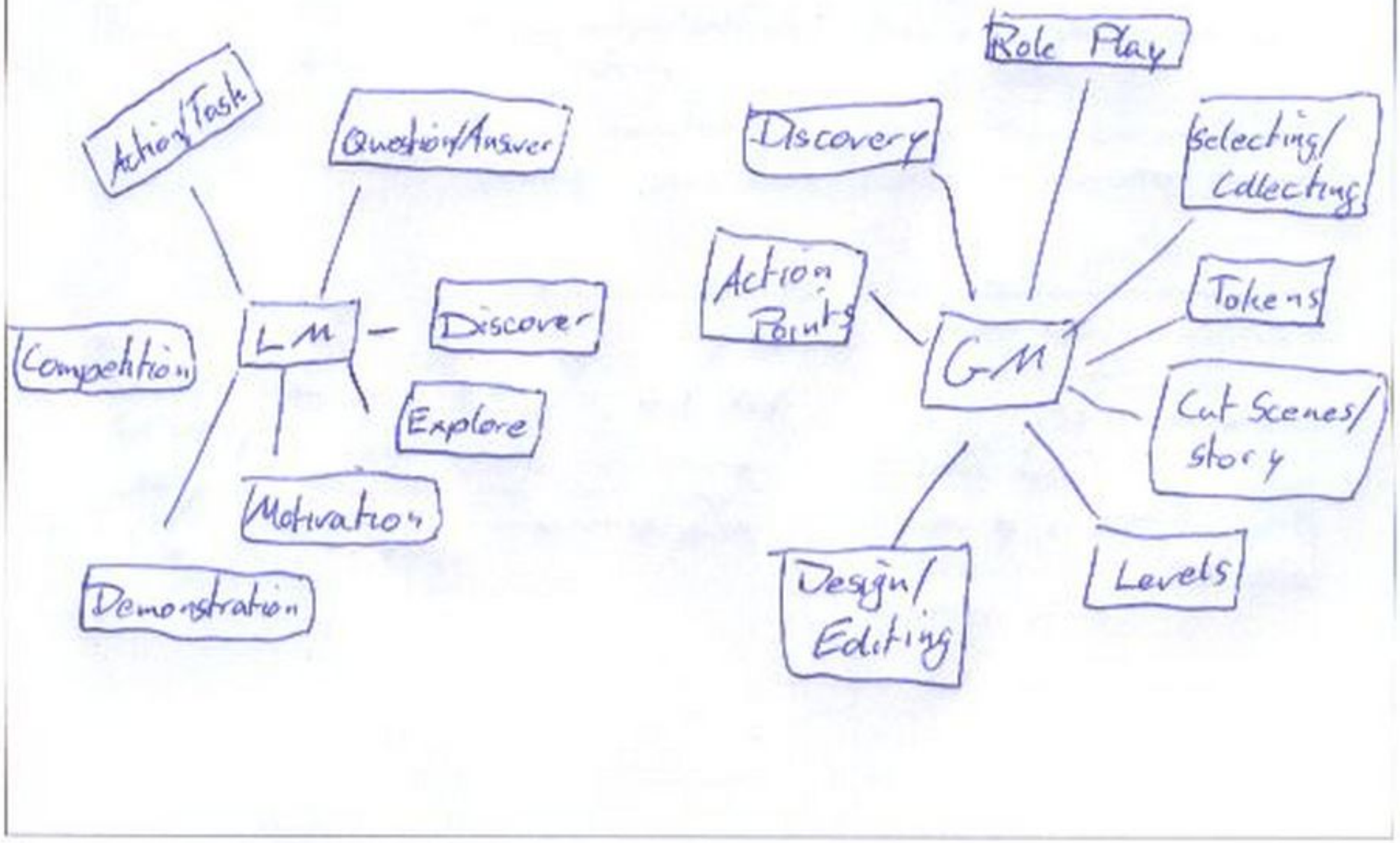

Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
Design / Editing	Explore	Environment, Peoples, Items	How all objects looks in the age of the vikings
Question & Answer	Discover	Talking to habitants, who ask questions	Only one right answer, about viking history
~~Game~~ Levels Tuning	Simulation	Player character is growing in game process	Maybe Player can identify his Learnig with characters growing
Selecting Collecting	Explore	collecting coins	The player has to overview the environment
Action Points	Competition	fighting against NPC	Learning about weapons at this time
Cut Scenes/ Story	Discover	little cut scenes in the game	Scenes which show various details
Role Play	Identify	inventory in game	Learning about ~~them~~ goods, weapons, statues