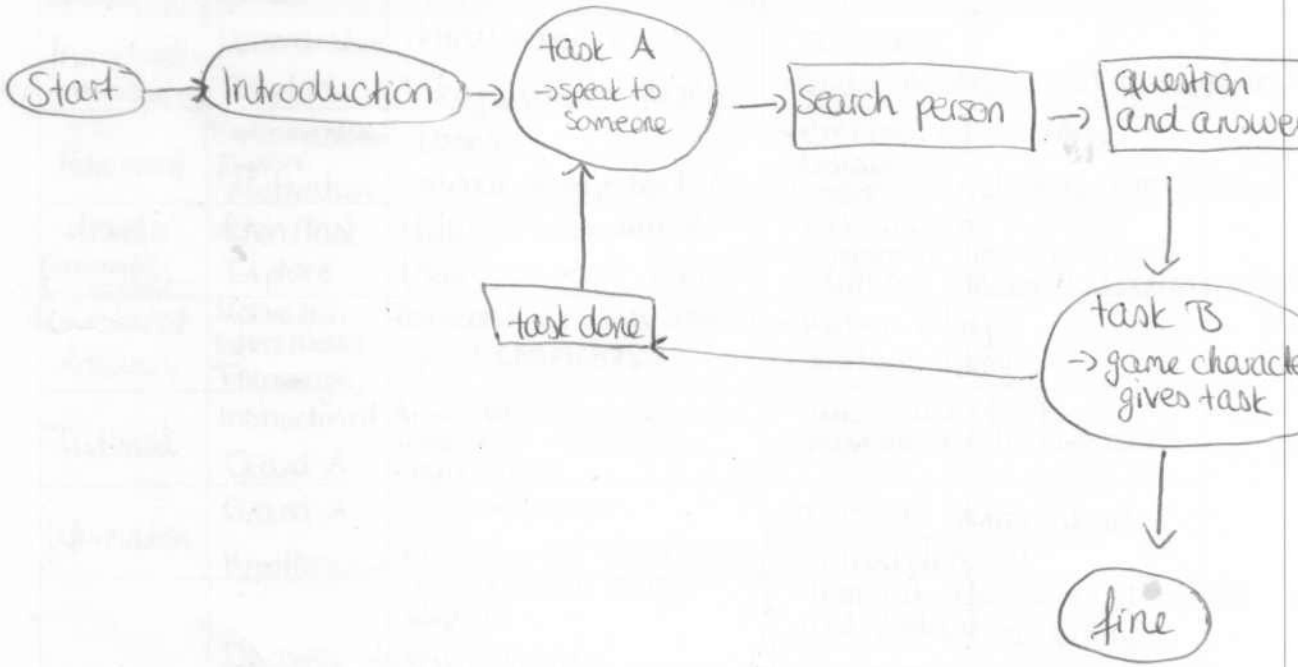
Candidate number: 12

Game: Viking

Game Map



	Learning Mechanics	
Instructional	Guidance	
Demonstration	Participation	Action / Task
Generalization/ Discrimination	Observation	Feedback
	Question & Answer	
Explore	Identify	Discover
	Plan	Objectify
Hypothesis	Experimentation	
	Repetition	
	Reflect / Discuss	Analyze
	Imitation	Shadowing
Simulation	Modelling	
Tutorial	Assessment	
	Competition	
Motivation	Ownership	Accountability
	Responsibility	Incentive

	Game Mechanics		
Behavioural Momentum	Role Play		
Cooperation	Collaboration		
Selecting / Collecting	Tokens	Goods / Information	
	Cascading information	Cut Scenes / Story	
	Questions & Answers	Communal Discovery	
Strategy / Planning	Resource Management	Pareto Optimal	Appointment
Capture / Eliminate	Tiles / Grids	Infinite Gameplay	
Game Turns	Action Points	Levels	
Time pressure	Pavlovian Interactions	Feedback	
	Protégé effects	Meta-game	
Design / Editing	Movement	Simulate / Response	Realism
Tutorial	Assessment		
	Competition		
Urgent Optimism	Ownership		
Rewards / Penalties	Status	Virality	

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Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
Introduction (ship on the sea)	Demonstration Explore	"Introduction film" Viking ships on the sea	• motivation • leads into the content of the game
Movement	Experimentation Explore Motivation	tasks → what the player has to do	• exercises of Viking's behaviour • move around in the area → view
„Levels" (→ choosing areas)	Action / Task Explore	different environment (new ways, people, tasks)	• alternation • common overview about different places and actions of Vi
Questions / Answers	Motivation Reflect / Discuss Encourage	conversations with other game characters	• history Viking's • attitude Viking's
Tutorial	Instructional Q and A	tasks let know what to do, where to go → exercises • information	• real tasks of Viking's • movement (discover area)
Information	Q and A Hypothesis	→ • conversation → information text about game characters and typical objects	• interesting stories about characters • transmit information about life and fortune of Viking's
	Discover	→ • environment • view on other characters	• overview • detailed information about typical objects inform
Realism	Action / Task Demonstration	→ for example: to steal sth. → of other Viking's behaviour	• impression of Viking's life and attitude
	Modelling Q and A	→ conversations with realistic context	• learning from realistic elements and information hidden in the game