

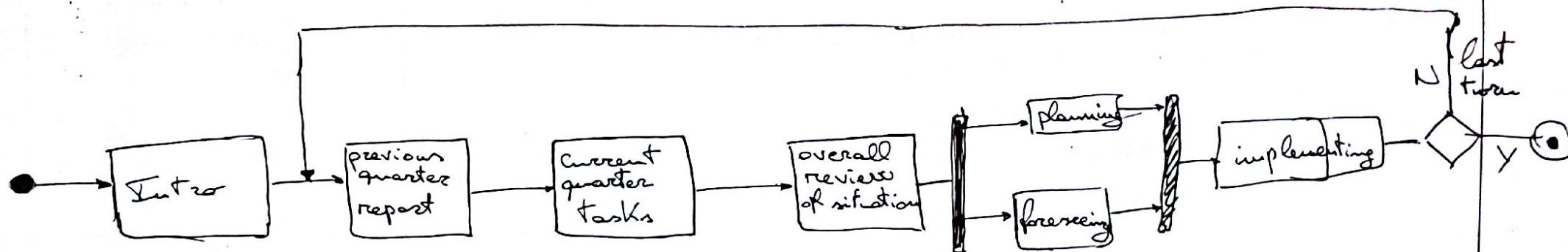
SGADM Game Analysis | Part I - Activities map

Game: MARKET PLACE

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	PLAYING A GAME, TRYING TO MANAGE YOUR OWN FIRM TO LET IT SURVIVE IN IN TIME	UNDERSTANDING THE BASICS OF ECONOMICS, PARTICULARLY FACING THE COMPLEXITY		
Subject	THE STUDENT	THE STUDENT		
Motives	TO LEARN HOW COMPLEX IT WOULD BE TO MANAGE A REAL FIRM, FROM ENTERPRENEUR'S POINT OF VIEW	TO LEARN ECONOMICS MOST IMPORTANT PRINCIPLES		
Tool	THE SERIOUS GAME MARKETPLACE	THE SERIOUS GAME: MARKETPLACE		

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

<Game diagram>



Game actions	Reading how the game works	Reading previous quarter reports	Reading the ^{suggested} actions to do	Jumping between among several pages	The Inventing new possible solutions/ interventions	Selecting Selecting the right choices and submitting
Game tools	Intro explanation page	Report page indicating economics main results	Guiding page, explaining what should be done at this point	Several pages, showing both results and possible choices	Several possible choices	Final button: Submit
Game goals	Understand how to move in the game	Understanding what was wrong	Knowing next suggested actions to carry out	Reviewing actual situation	Trying combinations to achieve better results	Taking the final decision

Learning Actions	Understanding mechanisms	Comparing previous forecast with results	Understanding actions hierarchy	Taking a look at several parameters	Calculating new options	Make a check up of taken decisions
Learning Tools	Intro page	Report page	Guide line for current quarter	Several pages	Mind	Mind
Learning Goals	Knowing how to play	Understanding effects of choices		Moving data among different parameters	Making more profit	Being more of taken decisions
Internal Teaching actions						
Internal Teaching tools						
Internal Teaching goals						

External Teaching actions	
External Teaching tools	
External Teaching goals	

GADM Game Analysis | Part III - Abstractions table

Game actions	UNDERSTAND	COMPARE	REMEMBER	ANALYSE	THINKING	MAKE A CHECK UP APPLY
Game tools	N/A	EVALUATING	N/A	N/A	SEVERAL SUBJECTS	<u>ONE</u> BUTTON
Game goals	UNDERSTAND	UNDERSTAND	REMEMBER	REMINDE	FORESEEING	DECIDE
Learning Actions	UNDERSTAND	EVALUATE/COMPARE	UNDERSTAND	ANALYSE	CREATE	MAKE A CHECK UP.
Learning Tools	N/A	EVALUATE	N/A	SEVERAL REPORTS	SEVERAL SUBJECTS	<u>ONE</u> BUTTON
Learning Goals	N/A	UNDERSTAND	REMEMBER	REMINDE	FORESEEING	CONVINCE YOURSELF
Internal Teaching actions						
Internal Teaching tools						
Internal Teaching goals						

External Teaching actions	
External Teaching tools	
External Teaching goals	