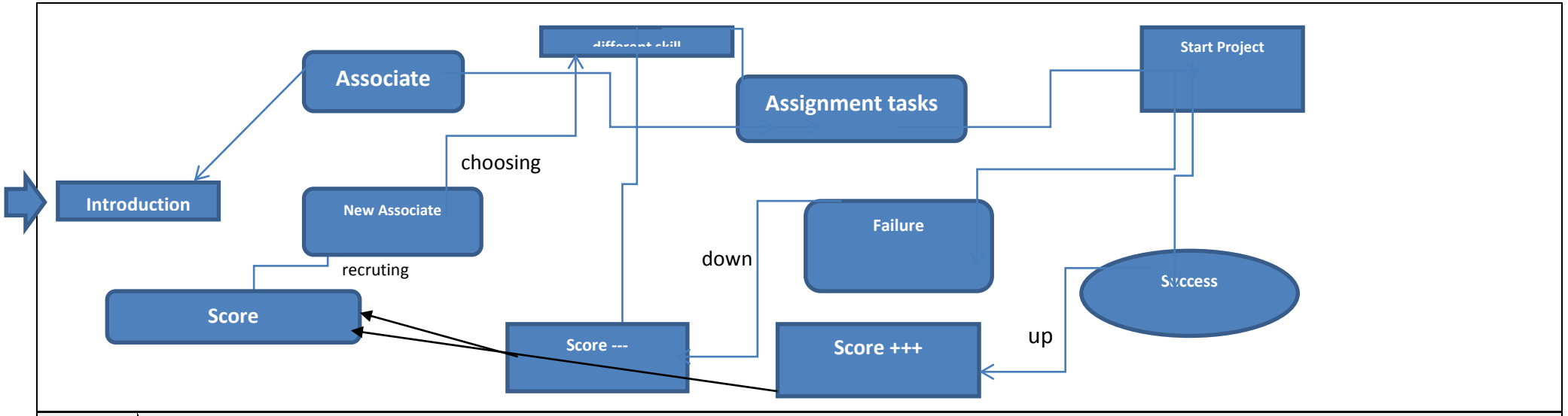
SGADM Game Analysis | *Part I – Activities map*

Game: Senior PM Game

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	Playing the Game	-Information about organizing projects. -Improve their skills in these methods.	-Working process of projectmanagement -learn the relevance of wise assignment	
Subject	Gamer	Player/scholar	Player learns to prescind	
Motives	Tournament Skills about Projectmanagement	The player get to know more about Projectmanagement and if he laerns more about this , he gets higher in the score ranking	-Improving management skills	
Tool	Game	Simulation	Simulation	

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



Game actions	The player could choose off 4 associates, which have different skills. Associates will be assigned to a project. In that project the player should solve the tasks, which are visualized in the scoretable if he successes or not.
Game tools	Penalties, Bonus, Scores, Projects/groups, employees, bid points
Game goals	The goal of the game is to solve all tasks right in time with team management to get a better score.

Learning Actions	Allocation of tasks for varying employees.
Learning Tools	Projects with several instructions
Learning Goals	The goal of the game is to make the right choice in allocating the employees which have different abilities and skills
Internal Teaching actions	For right decision the player get rewards/for bad penalties. These methods improve the motivation of the player.
Internal Teaching tools	Penalties, scores, rewards
Internal Teaching goals	Give the results of the game the players played back

External Teaching actions	
External Teaching tools	
External Teaching goals	

SGADM Game Analysis | *Part III – Abstractions table*

Game actions	Planning, Strategy, Manage with resources
Game tools	Rewards, penalties, tokens, achievements, rewards
Game goals	Maximize score
Learning Actions	Planning, choosing/selecting, completing goal
Learning Tools	Simulator
Learning Goals	Organization
Internal Teaching actions	Rewarding good performance, Sanctioning bad performance, suggesting improvements
Internal Teaching tools	Penalties, Rewards, Simulators
Internal Teaching goals	Providing feedback

External Teaching actions	
External Teaching tools	
External 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		

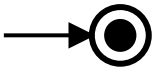
Teaching actions
Demonstrating
Presenting material
Presenting problem
Presenting quiz
Qualitatively assessing performance
Quantitatively assessing performance
Reviewing lesson
Rewarding good performance
Sanctioning bad performance
Scaffolding
Showing similar problems
Stressing importance
Suggesting improvements
Telling story

Teaching tools
Checklists
Deadlines
Discussion
Help text
Limited set of choices
Penalties
Performance measures
Practice tests
Questions & Answers
Rewards
Simulators
Story
Tips / Assistance
Warning messages

Teaching goals	
Gagné's Nine Events of Instruction	**ARCS Model of Motivational Design**
Gaining attention	Attention
Informing learner of objective	Relevance
Stimulating recall of prior learning	Confidence
Presenting the stimulus	Satisfaction
Providing learning guidance	
Eliciting performance	
Providing feedback	
Assessing performance	
Enhancing retention and transfer	

Shapes of an activity diagram

Initial state



End state

Action state

Decision with alternate paths

Beginning or end of parallel activities (or when the order does not matter)

Connecting arrows