Pareto Optimal

Levels
Feedback
Meta-game

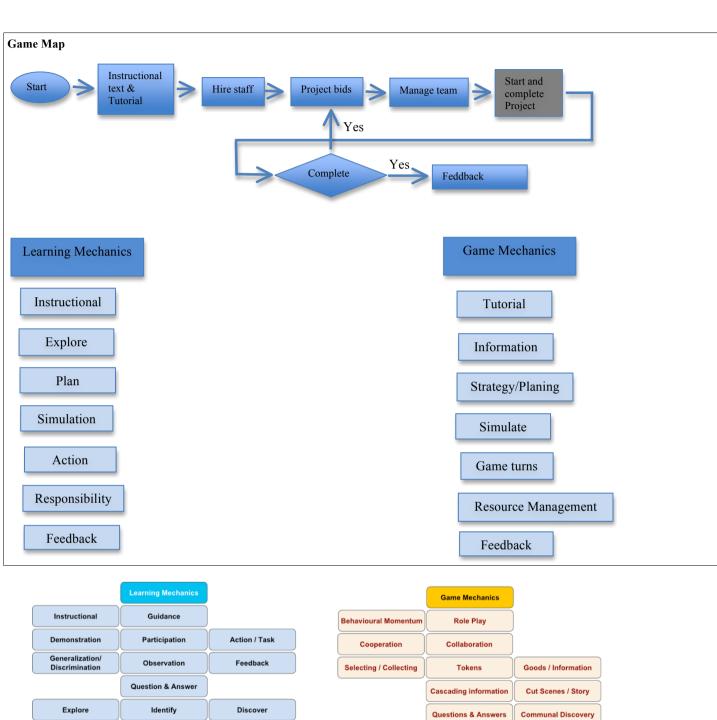
Simulate / Response

Virality

Appointment

Realism

Game: Senior PM Game



					Game Mechanics
Instructional	Guidance			Behavioural Momentum	Role Play
Demonstration	Participation	Action / Task		Cooperation	Collaboration
Generalization/ Discrimination	Observation	Feedback		Selecting / Collecting	Tokens
	Question & Answer		,		Cascading information
Explore	Identify	Discover			Questions & Answers
	Plan	Objectify		Strategy / Planning	Resource Management
Hypothesis	Experimentation		Ì	Capture / Eliminate	Tiles / Grids
	Repetition			Game Turns	Action Points
	Reflect / Discuss	Analyze		Time pressure	Pavlovian Interactions
	Imitation	Shadowing			Protégé effects
Simulation	Modelling			Design / Editing	Movement
Tutorial	Assessment			Tutorial	Assessment
	Competition				Competition
Motivation	Ownership	Accountability		Urgent Optimism	Ownership
	Responsibility	Incentive		Rewards / Penalties	Status

Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
Tutorial	Instructional	At the beginning there is a introduction text and a test bid.	To become familiar with the game.
Information	Explore	Resume of the employees.	To make decisions.
Strategy Planing	Plan	Coordinate the team and give them a task to do.	Coordination and management is trained.
Simulate	Simulation	Simulate with a time bar.	It shows you if you manage the team well.
Game turns	Action	During the time bar is running you the budget in different ways.	It also shows you if you manage the team in a good way.
Resource Management	Responsibility	You have to manage the team and give every member an exercise to work on and you have to look at your budget.	Manage the team and be under budget.
Feedback	Feedback	After every project you see the budget. You can also see the trend of your team members.	It shows you if you complete the project under budget. You can manage your team in a different way the next time to appoint every member the best way.