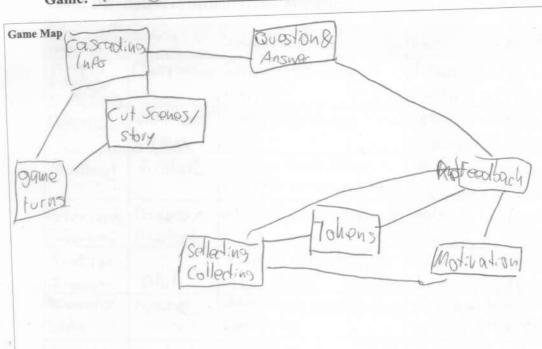
Game: Vilinos



	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	Appoint
Capture / Eliminate	Tiles / Grids	Infinite Gameplay	
Game Turns	Action Points	Loveis	
Time pressure	Paylovian Interactions	Feedback	
	Protégé effects	Meta-game	
Design / Editing	Movement	Simulate / Response	Real
Tutorial	Assessment		
	Competition		
Urgent Optimism	Ownership		
Rewards / Penalties	Status	Virality	

## Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
TOKONS Schooling	Obstruction	Search and collect Coins	Roward/Motivates with Fedings of Sucress
Roleplay	Instructional/	Solve Tasks/Quests	Helps to motivate!
Movement	EXPLOYE	You can move your charater in an open world	Feeling of Success  Move individual aty/Freedom  increases the identification with
Acton Asiaks Gampturas	Discover/ Explose	Storyline sets continued	Motivate the player to go on playing
Strates y/ Dlannines	plan	Find a way to salve the avosts	and read with
Rewards/ Status	Incontine	Aranhievments, rellectable things	Maho same more inhesting motivates playors
Story/ Cut scanes	QUESTON/ AUSWER	Mia logues, sequences	
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