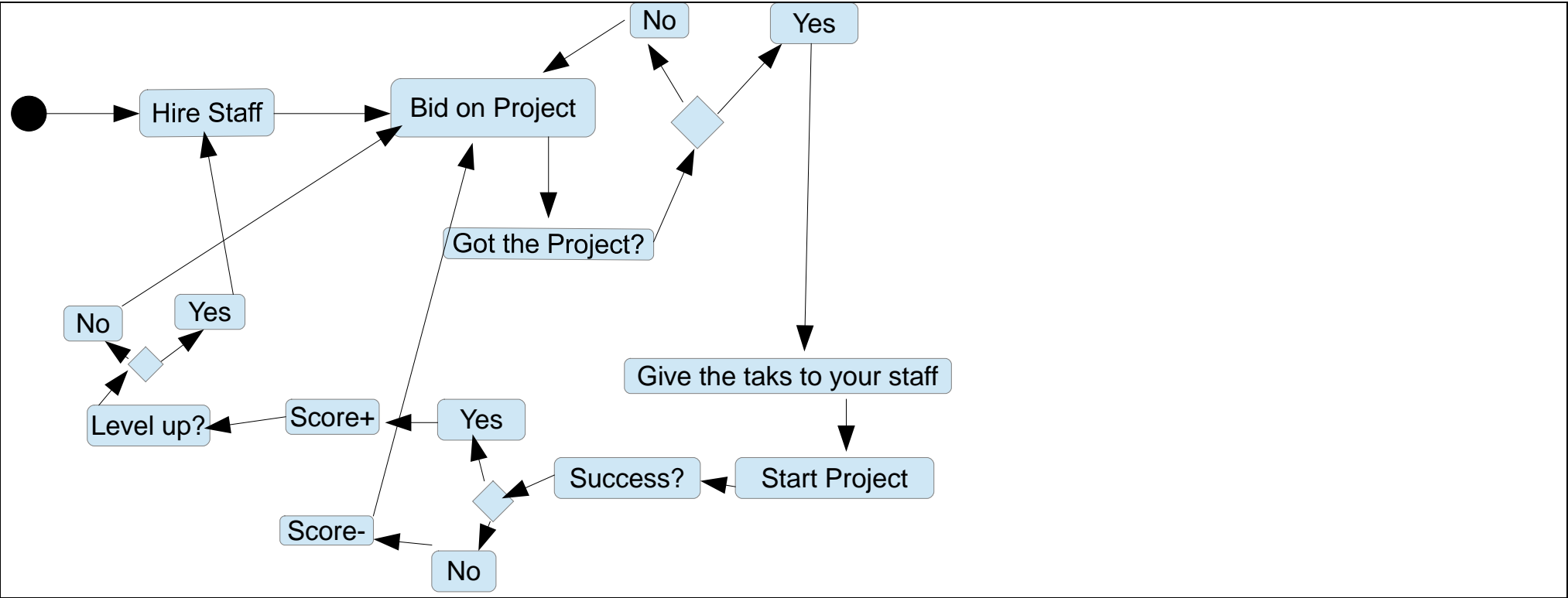


SGADM Game Analysis | Part I – Activities map

Game: Senior PM Game

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	Play the game	Learn how your staff is able to develop their skills. Learn which employees are important for which tasks based on their personal Skills. Learn that organization and teamwork is most important to end a project with success.	The game teaches that good organization is the key to success. You can use the game to explain the importance of project management and teamwork.Play	
Subject	Player	Player	Teacher/ Game producer	
Motives	Learn how to manage a project. Competition and concurrent	The player is learning efficient project management and rise up the scoreboard.	The game gives people a opportunity to improve their skills concerning management.	
Tool	Game	Game	Game	

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



Game actions	The User choose 4 employees. All of them have different skills. The player have "bid points" to bid on projects. If you win the bid you give the tasks of the project to your staff. When your management was good, the Project is a success and your score rises. If you Level up you can hire 4 more employees.
Game tools	Employees(staff), Score, Project, Bonus, Bid points, Statistics

Game goals	Get a good score.
Learning Actions	Coordinate the employees/ assignment of tasks for the individual employees.
Learning Tools	Projects/different Tasks, Employees
Learning Goals	Make the right decisions based on the skills of individuals.
Internal Teaching actions	Reward good decisions of the Player to teach him what is right
Internal Teaching tools	Score, Statistics

Internal Teaching goals	Feedback based on the players decisions
External Teaching actions	
External Teaching tools	
External Teaching goals	

SGADM Game Analysis | *Part III – Abstractions table*

Game actions	Organize, Manage given Resources
Game tools	Rewards, Score
Game goals	Get the best possible score
Learning Actions	Selecting, Experimentating, Organisation
Learning Tools	Simulator
Learning Goals	Organization
Internal Teaching actions	Rewards for right decisions, Penalties for bad ones
Internal Teaching tools	Simulators, Rewards, Statistics, Penalties
Internal Teaching goals	

External Teaching actions	
External Teaching tools	
External Teaching goals	

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	

