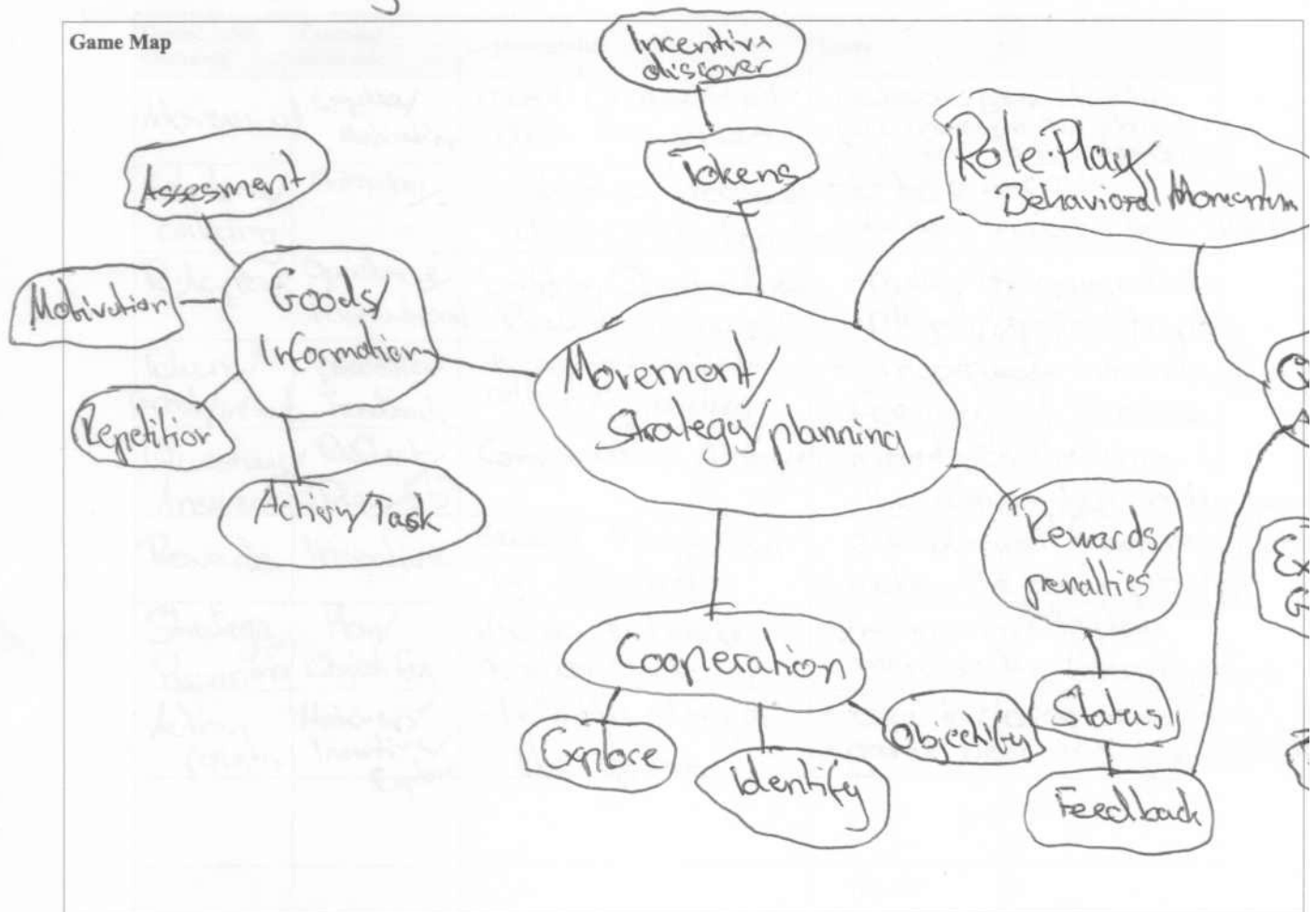


Game: Vikings

Game Map



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

