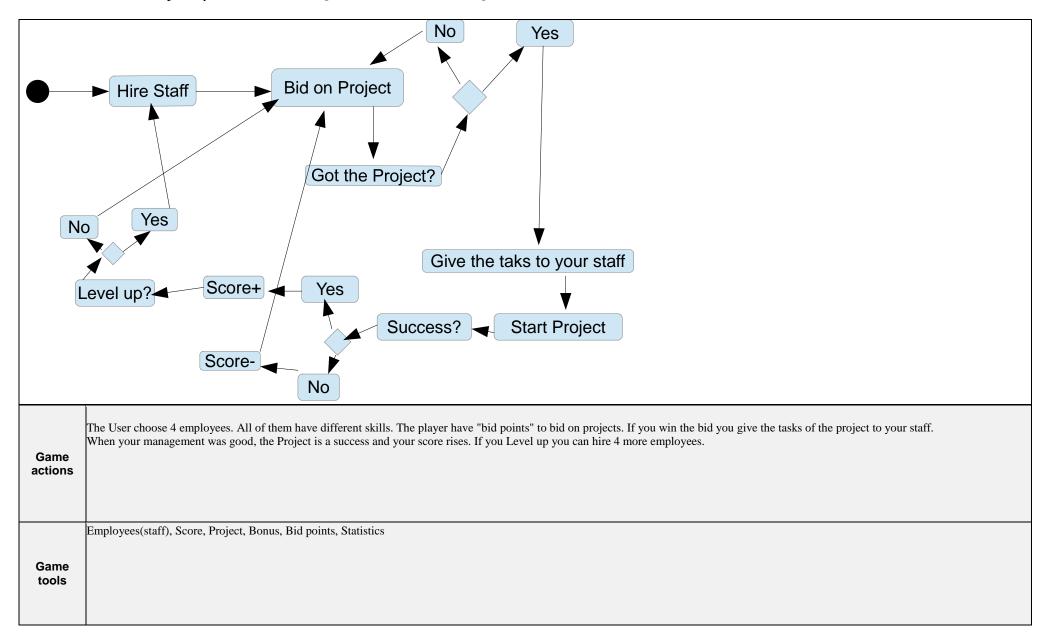
SGADM Game Analysis | Part I – Activities map

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



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

| 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 possibile 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 | |

| | Gaming actions | | | | | | |
|-------------|----------------------|------------------------|-----------|-------------|-------------------------|---|--|
| Е | ntity manipulat | ions | Mov | rement | 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 | | | | | | | |

| Gam | ing goals |
|-------------------------------|-----------------------------------|
| Oaiii | ing 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 too | ls | | | | |
|-------------|------------------------------|-------------------|---------------|-----------------------|---------------------------|-----------------------|------------------------|-----------------------------|--------------------------|--------------------|
| Objec | ets | 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 | | |

