

Activity	Subject	Description
Gaming	a Project Manager	hire some people for a team. bid on projects, manage and assign teammember to tasks. Start project and make the money
Learning	Students, or someone who does want to learn how to manage a project correctly	To learn how to manage a team in projects. to see how it it could work or not
Intrinsic Instruction	insitutes or factorys with educational background	insitutes or factorys with educational background
Extrinsic Instruction (see cell A14)	<Who is using the game to teach something?>	<Why is the subject using the game? How is the game used to teach something? Are there any other tools used in conjunction with the game to achieve the learning objectives?>

Instructions:

Gaming activity

subject:

Gaming activity

description:

Learning activity

subject:

Learning activity

description:

Intrinsic

instruction subject:

Intrinsic

instruction

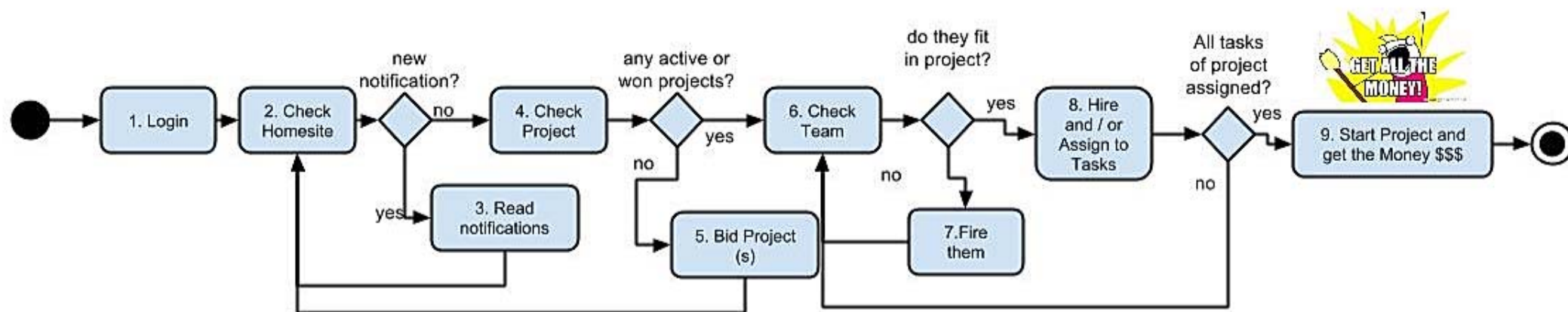
description:

To show how a project could be managed, or to teach what main focusses a project manager should have.

Extrinsic

instruction:

For this analysis, there is no need to fill in the Extrinsic instruction layers.



		Item number								
		1	2	3	4	5	6	7	8	9
Gaming	Actions (see cell A17)	Typing username and password	get an overview of the home site	reads the notifications	checking his project(s)	bidding on new projects	checking team member	fire team member	hire and or assign them to project tasks	starting project
	Tools (see cell A18)	Login formular	Interactive Hiring System, Projects Overview and tools to assign and start project	bell, something brown wooden thing on table	interactive project plan with tasks	bidding system	desks with information about every team member	get small info boxes of team member	getting small info boxes of team member	big fat start project button
	Goals (see cell A19)	logging in successful with right password	getting an overview of all project relevant information	geting memos and notifications about whats going on	getting a feeling of how many projects you can handle	get a project you can make money with	get a feeling for the right people for right project	finding the right people in the team	hire new team member	seeing every project state of the tasks and how well its going on
Learning	Actions (see cell A20)		hiring and firing teammember, assign teammember to projects and start projects	reading the notification	manage his projects and tasks	bidding on project	have an eye on the team member and their skills	team management	hireing and assign them to the best tasks	observe the project
	Tools (see cell A21)		interactive mini-game for hiring new teammember, interactive view of project states after starting the project	interactive memos		bidding system	interactive working space	finding new people in an interactive hireing system	assign-tool in project, and interactive hiring system	
	Goals (see cell A22)	(not forget your password or username)	Subject can manage the team and projects getting an overview	gets knowledge about whats going on		getting feeling for bidding with competitors	manage team for right projects	teammanageme nt	find the best team for project	observe the costs time and states of the tasks
Intrinsic instruction	Actions (see cell A23)	Login successful or not	giving feedback with notifications (memos)			giving feedback about the bids, showing small project plans		giving feedback about the skills of the teammember		
	Tools (see cell A24)	Resend password?	some bell or i dont really know is bouncing on the table			small project plans and bidding system		infoboxes		
	Goals (see cell A25)	getting in the game	subject should get a feeling for the game			get projects for working		getting information about the teammember		
Extrinsic	Actions	<What happens, during the game but outside of it, that supports the learner to achieve the learning goals?>	...							

instruction (see cell A26)	Tools	<Which elements are involved/used, outside the game, to support the instructional actions?>	...							
	Goals	<What are the instructional goals driving the actions described above?>	...							

Instructions:

- Gaming actions:*How does the game unfold? Which actions does the subject perform in the game?
- Gaming tools:*Which elements are involved/used in the gaming actions?
- Gaming goals:*What does the subject have to achieve in the game at this point?
- Learning actions:*What tasks does the subject do in the game that are directed towards the learning goal?
- Learning tools:*Which elements are involved/used in the learning actions?
- Learning goals:*Which knowledge or skills the learner is expected to acquire with the learning actions?
- Intrinsic instruction actions:*What happens in the game that supports the learner to achieve the learning goals (assessment, feedback)?
- Intrinsic instruction tools:*Which elements are involved/used in the game to support the instructional actions?
- Intrinsic instruction goals:*What are the instructional goals of the game at this point?
- Extrinsic instruction:*For this analysis, there is no need to fill in the Extrinsic instruction layers.

Game sequence node	Gaming	Learning	Intrinsic Instruction	Extrinsic Instruction
1. Login	Getting logged in the game			<Description> (see cell A22)
2. Check Homesite	Getting the overview and see how all things are going on.			<Description>
3. Read notifications	The Notification System shows the player whats going on. Has he won a bid on a project? Does someone want to hire? He is also getting useful Information.	Organize your own work	Projectmanager sould not miss anything	
4. Check Project	Checking your project(s). Seeing how well a project is going on.	getting a feeling for right project management	Giving an easy way for the player to get an overview about their projects	
5. Bid Project	Bidding on Projects with othe competitors	Not every project can be won.	Its not easy to get every single Project in your base	
6. Check team	Checking Team availability and check how well them fit into your new or active projects	Teammanagement		
7. Fire them	If they does not fit into your projects you can fire dem	Teammanagement		
8- Hire and or assign to tasks	And hire new member. You can assign them to the tasks of the projects	Teammanagement		
9. Start Project and get the money	You start the time, and thef finally you see an outcome. You win when you get money!			

Instructions:

Gaming sequence node: Just fill in the number and name of the game sequence node

Gaming description:

Consider the elements from the three gaming layers together, and write a textual

Learning description:

Consider the elements from the three learning layers together, and write a textual

Intrinsic instruction

description:

Consider the elements from the three intrinsic instruction layers together, and write a textual description of how the usage of such elements and characteristics, together,

Extrinsic instruction:

For this analysis, there is no need to fill in the Extrinsic instruction layers.