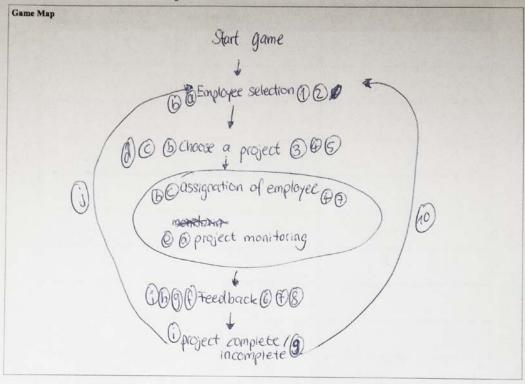
Game: Senior PH game



	Game Mechanics			Learning Machanics	
	Role Play	Behavioural Momentum		Guidance	Instructional
	Collaboration	Cooperation	Action / Task	Participation	Demonstration
Goods / Informatio	Tokens	Delecting / Collecting	Feedback (a)	Observation (E)	Generalization/ Discrimination
Cut Scenes / Story	Cascading information			Question & Answer	
Communal Discove	Questions & Answers	~	Discover	Identify	Explore
Pareto Optimal	Resource Management	Strategy / Planning	Objectify	Plan (b)	
Infinite Gameplay	Tiles / Grids	Capture / Eliminate		Experimentation	Hypothesis
Levels	Action Points	Game Turns		Repetition	
Feedback	Pavlovian Interactions	Time pressure (§)	Analyze	Reflect / Discuss	
Meta-game	Protégé effects		Shadowing	Imitation	
Simulate / Respons	Movement	Design / Editing		Modelling	Simulation
	Assessment (1)	Tutorial		Assessment (Tutorial
	Competition (5)			Competition (d)	
	Ownership	Urgent Optimism	Accountability	Ownership	Motivation (F)
Virality	Status (9)	Rewards / Penalties	Incentive (h)	Responsibility Q	

Game:							
Game Map							
landara di arad	Learning Mechanics				Game Mechanics		
Instructional	Guidance	Autor (Tests) [Behavioural Momentum	Role Play		
Demonstration Generalization/	Participation	Action / Task	J)	Cooperation	Collaboration		
Discrimination	Observation	Feedback	J	Selecting / Collecting	Tokens	Goods / Information	
Funlare	Question & Answer	Discover)		Cascading information	Cut Scenes / Story	
Explore	Identify))		Questions & Answers	Communal Discovery	
Harrathan I.	Plan	Objectify	J	Strategy / Planning	Resource Management	Pareto Optimal	Appointment
Hypothesis	Experimentation			Capture / Eliminate	Tiles / Grids	Infinite Gameplay	
	Repetition	Ak) [Game Turns	Action Points	Levels	
	Reflect / Discuss	Analyze))	Time pressure	Pavlovian Interactions	Feedback	
	Imitation	Shadowing	J		Protégé effects	Meta-game	
Simulation	Modelling			Design / Editing	Movement	Simulate / Response	Realism
Tutorial	Assessment			Tutorial	Assessment		
	Competition) ,		Competition		
Motivation	Ownership	Accountability	J)	Urgent Optimism	Ownership		
	Responsibility	Incentive	1 1	Dawarda / Danaltica	Ctatus	Vinality	

Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage	
Infinite Gameplay	Planning, Repetition	You can choose your projects infinitely	To get routine.	
"Ownership"	Responsibility	The employee	To get an impression from dealing with the employee.	
Status, Strategy/ Planning	Planning	Projects	Train your planning/management skills.	
Feedback, Assessment, Rewards / Penalties	Feedback, Motivation, Assessment, Incentive, Reflect / Discuss	Score -Budget -Time - Management fees Feeling from the employee	Motivates you to do it better next time. The feeling from the employee shows you that you also have to think your employees wishes/needs.	
Competition	Competition	Project bids	Shows you that not all projects are like you want it. Also you can't get all projects you want.	
Selecting / Collecting, Goods / Informations	Responsibility, Planning	Selection of employee	Teach you to consider your decisions.	
Time pressure, Strategy/ Planning	Assessment	Project selection	Teach you to decide quickly (under time pressure)	
Appointment	Planning, Responsibility	Project	Teach your management/planning skills.	