

Game: Vikings Nr 19

	Gaming activity	Learning activitiy	Internal teaching activity	External teaching activity(optional)
Activity	A story of a viking is told	-learn something about the Vikings story		
Subject	Player	player	designer	teacher
Motives	The player plays a viking in the first person view and grow up with him	The player plays a viking in the first person view and grow up with him, that's why you can put oneself better in characters position	The producer wants to teach the gamers the story of a viking	Teacher uses the game to have a playing possibility to teach the topic
Tool	Game	Game	Game	Game

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

Game actions	You play a little Viking called Erik and control him while growing up
Game tools	You have to complete quests, collect coins and do conversation with other characters
Game goals	You have to complete the quests which are given to you, until Erik is an old viking
Learning actions	Completing the quest
Learning tools	Talking with other characters to get information
Learning goals	Learning something about the Vikings history
Internal Teaching actions	If you complete a quest you can play the next quest.
Internal Teaching tools	You can speech with some people in the game. Moreover there is an information at the screen
Internal Teaching goals	You learn something about the Vikings history and have to deal with social relationships.
External Teaching actions	
External teaching tools	
External teaching goals	

SGADM Game Analysis/ Part III- Abstractions table

Game actions	Collecting / Moving ,Targeting/Advance game-period / Asking questions, answering questions, Read information, obtain help
Game tools	Role play/ Information, token, goods/ Guide character, Task lists/ Quests, Challenges
Game goals	Collect resources/ complete quest / reach narrative end
Learning actions	Completing goal
Learning tools	Story, text, Information, Animation
Learning goals	Understanding
Internal Teaching actions	Telling story, Rewarding good performance
Internal Teaching tools	Story, help text, quests
Internal Teaching goals	Informing learner of objectives
External Teaching actions	
External teaching tools	
External teaching goals	