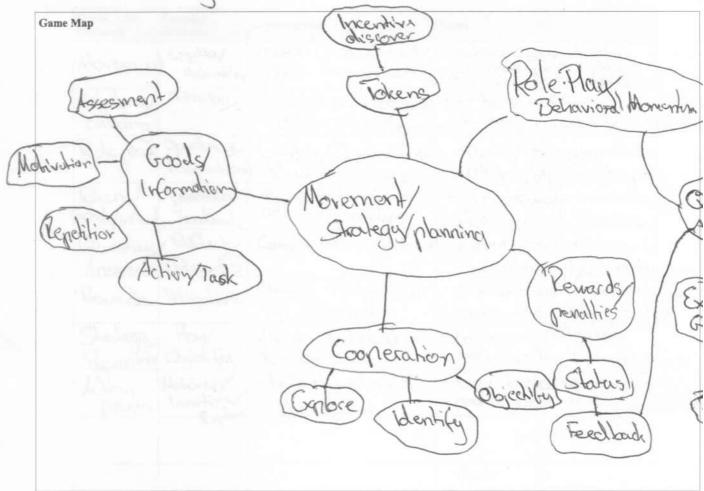
Game: Vikings



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

Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
Movemen	L Exhlore/ Motivation	move character all over the area	- makesthe game attractive - Gree movement the character 15 Gree in his decisions
Selecting/ collecting	Mohirolion	Collecting treasures	- to be a success
Roleplay	guidance	Gifts, Quests, Missio	
S A	Observation Feedback	things that must be collect / Speaches	- to incorporate information Ecclina of success
Questions	Discus >		s-introduces the gamer to the atmosphere of the
-	Incentive	several things can be collected	- a subliminal learning e- makes the game playfol
Stralega	Plan/ Objectify	the gamer has a mission (hide)	- the incentive to They - increase the borning el
	Motiver	-tells the story of	- Gee in doing something game becomes more
,	Exhaus)	
	V S		