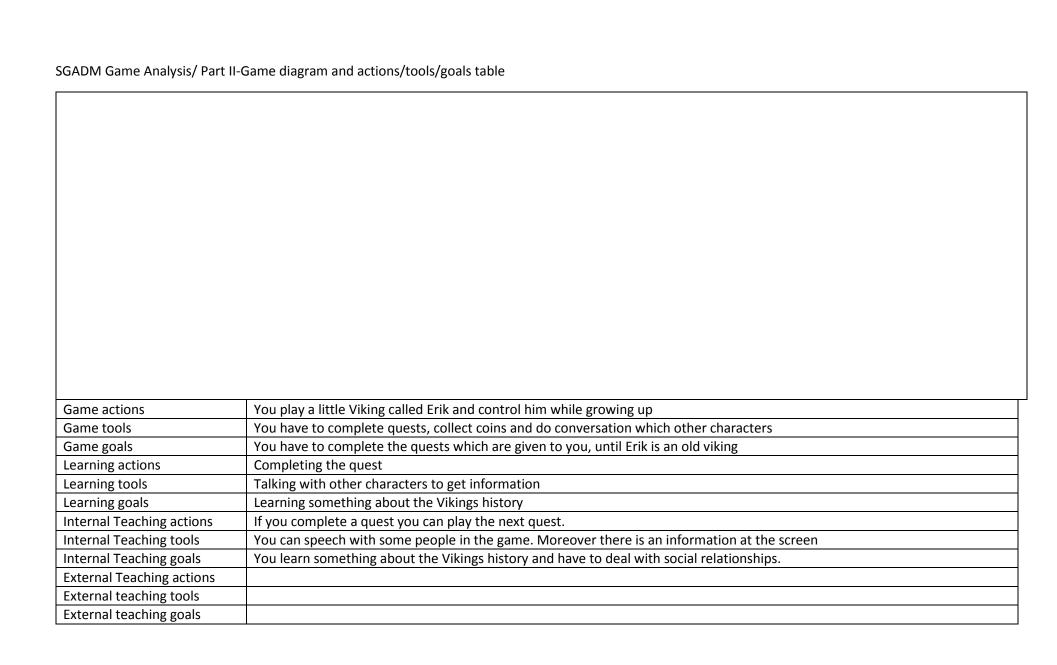
Game: Vikings Nr 19

	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 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	