

LMGM

Game map

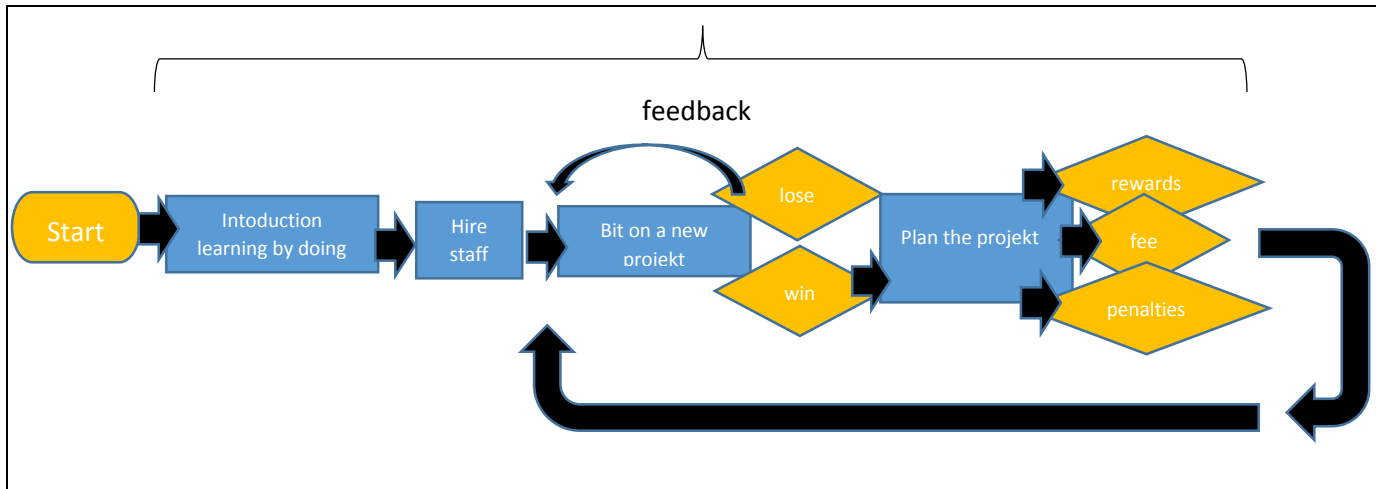


Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
Selecting/Collecting	Incentive	It is an incentive to collect Money by fee	If you finish a project successful you get money
Strategy/Planning	Plan	It is a planning game, you have to plan projects	To finish projects you have to choose staff members to complete tasks
Resource Management	Plan	You have to plan with your staff resources	To finish projects you have to choose staff members to complete tasks
Elimination	Analyze	You have to analyze something and maybe have to eliminate someone	If staff members do not working good you have to eliminate them to have a good team of staff.
Infinite Gameplay	Repetition	The game structure repeat it selves	You have to choose the members which shall complete the tasks. They only can do one task by time
Levels	Incentive	It is an incentive to get a higher level	If you finish some projects successful you get a higher level

Time pressure	Incentive	It is a challenge to complete something in a short time.	You have to complete the project in a given time, so that you want to be as fast as possible
Feedback	Feedback	While playing you get feedback, which told you whether it is good or bad	You get Rewards or Penalties for your work, so that you know whether your work is good or bad
Realism	Modelling	It is a model of a realistic subject	The way it is showed is realism because in the real world you also have to plan the resources of the project.
Competition	Competition	You can compete with other players	To get a project you have to bid on it and other can overbid you
Rewards/Penalties	Incentive	Its an incentive get rewards and no penalties	In the game you get rewards for good projects and penalties for bad work.