Learning mechanism	Gaming mechanism	Implementation	Usage
[L01] Instructional	[G31] Tutorial	Information Buttons	Guide how to get projects
[L03] Demonstration	[G29] Simulate / Response	Interactive Project	Realtime Simulation of the Project with tasks and progress of team member
[L05] Action / Task	[G13] Resource Management	Assigning teammember to tasks	
[L05] Action / Task	[G12] Strategy w Planning	Assigning teammember to tasks	
[L13] Plan	[G24] Feedback	Giving Feedback which skills of teammember fit in projects	
[L12] Discover	[G22] Time pressure	Hiring Sytsme	Hireing System. If you dont click on right people in time they appear
[L18] Reflect w Discuss	[G07] Goods w Information	After success or lose you reflect your desissions and make the team more effective in the next project	
[L16] Experimentation	[G20] Action Points	You can experiment with going onto the limits in projects with risky decsissions	
[L27] Motivation	[G18] Infinite Gameplay	You can infinitive test your skills on unlimited projects	

Instructions:

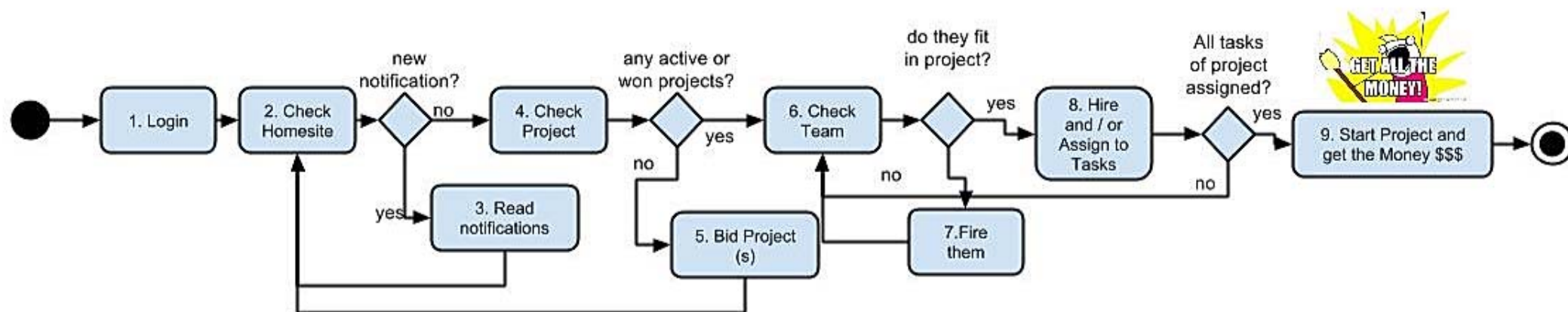|	
Learning mechanism:	Write the name of one learning mechanism you identified in the game.
Gaming mechanism:	Write the name of one game mechanism you identified in the game and which is related to the learning mechanism in this same row.
Implementation:	How the Serious Game Mechanic (SGM), that is, the translation of a pedagogical practice into concrete game mechanics, is actually implemented in the game.
Usage:	Describe how the Serious Game Mechanism (SGM) is used in the game to achieve the intended pedagogical goals.

Activity diagram flow:

- (start) → **1. Login** → **2. Check Homesite** → **new notification?**
  - yes → **3. Read notifications** → (back to 2. Check Homesite)
  - no → **4. Check Project** → **any active or won projects?**
    - no → **5. Bid Project (s)** → (back to 2. Check Homesite)
    - yes → **6. Check Team** → **do they fit in project?**
      - no → **7. Fire them** → (back to 6. Check Team)
      - yes → **8. Hire and / or Assign to Tasks** → **All tasks of project assigned?**
        - no → (back to 8. Hire and / or Assign to Tasks)
        - yes → **9. Start Project and get the Money $$$** → (end)

GET ALL THE MONEY!

Game sequence node	Learning mechanic(s)	Gaming mechanic(s)
1. Login	[L02] Guidance	
2. Check Homesite	[L13] Plan [L19] Analyze [L08] Feedback	[G12] Strategy w Planning[G16] Capture w Eliminate [G13] Resource Management [G18] Infinite Gameplay[G02] Role Play
3. Read notifications	[L18] Reflect w Discuss [L19] Analyze[L26] Competition[L22] Simulation	[G02] Role Play
4. Check Project	[L22] Simulation[L18] Reflect w Discuss[L19] Analyze[L13] Plan[L10] Explore [L12] Discover[L07] Observation [L08] Feedback	[G02] Role Play[G07] Goods w Information[G12] Strategy w Planning[G13] Resource Management [G18] Infinite Gameplay [G29] Simulate / Response
5. Bid Project	[L26] Competition[L13] Plan[L16] Experimentation [L07] Observation	[G05] Selecting w Collecting [G19] Game Turns[G22] Time pressure[G29] Simulate / Response[G35] Ownership[G37] Status
6. Check team	n [L04] Participation[L13] Plan	[G37] Status[G13] Resource Management [G12] Strategy w Planning
7. Fire them	[L13] Plan[L11] Identify	[G13] Resource Management [G12] Strategy w Planning

		[G22] Time pressure [G24] Feedback [G13] Resource Management [G12] Strategy w Planning
8- Hire and or assign to task	y [L12] Discover[L05] Action w Task[L08] Feedback[L18] Reflect w Discuss	
9. Start Project and get the n	[L18] Reflect w Discuss[L19] Analyze	[G36] Rewards / Penalties[G24] Feedback

Instructions:

Game sequence node:	Write down one single game sequence node number and its name.
Learning mechanism:	Write the node number and name of one or more LMs related to this game sequence node.
Gaming mechanism:	Write the node number and name of one or more GMs related to this game sequence node.