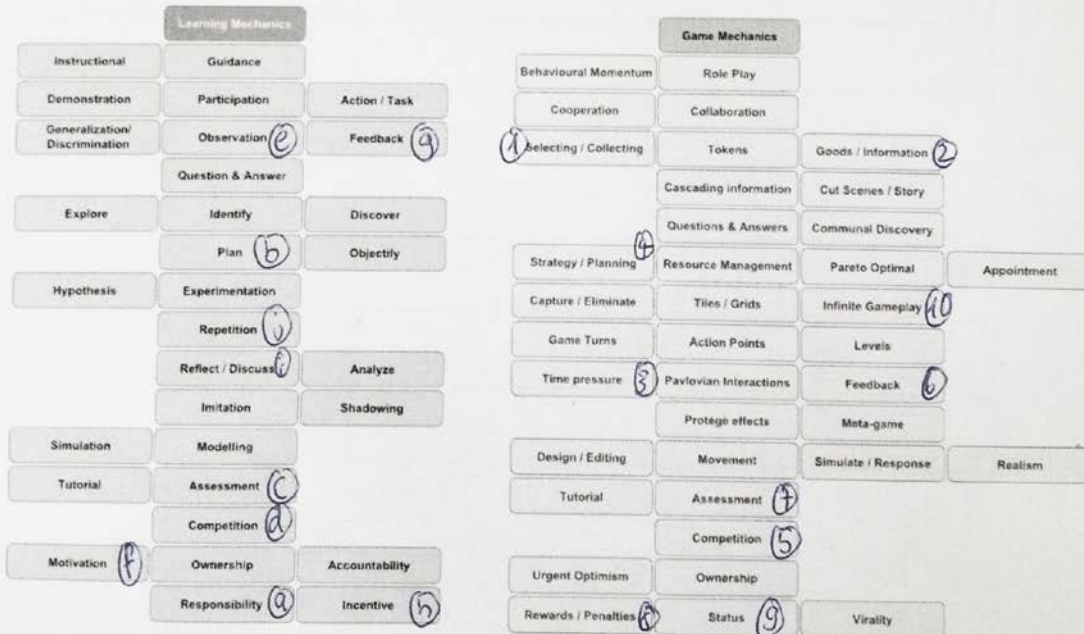
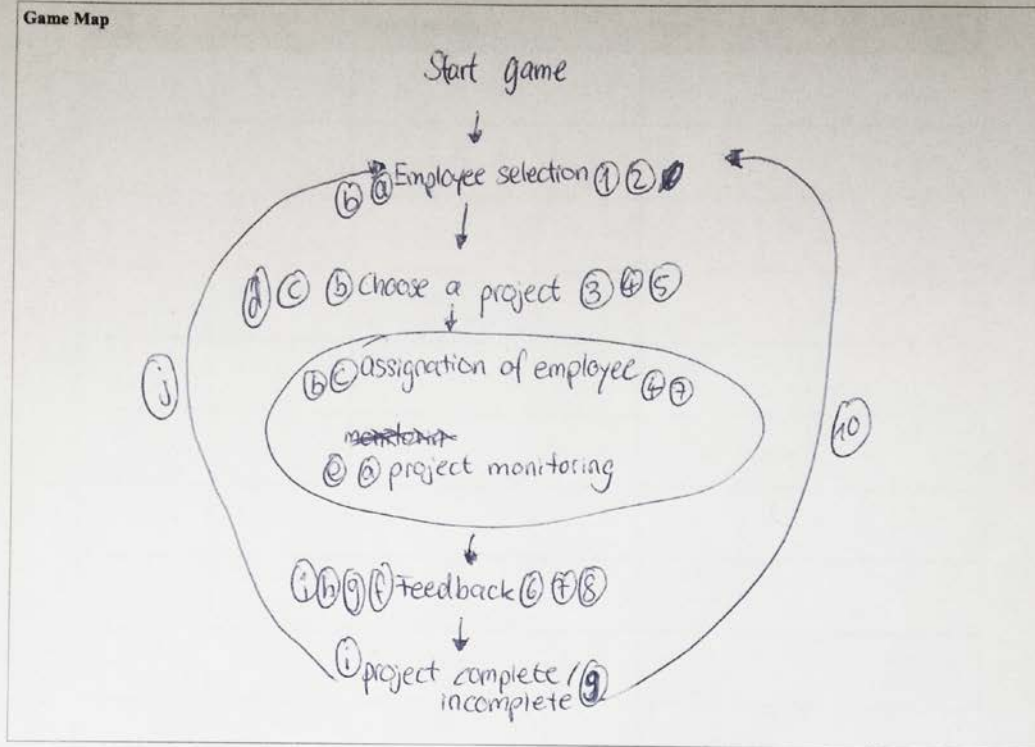


Game: Senior PM game

Game Map



Game: _____

Game Map

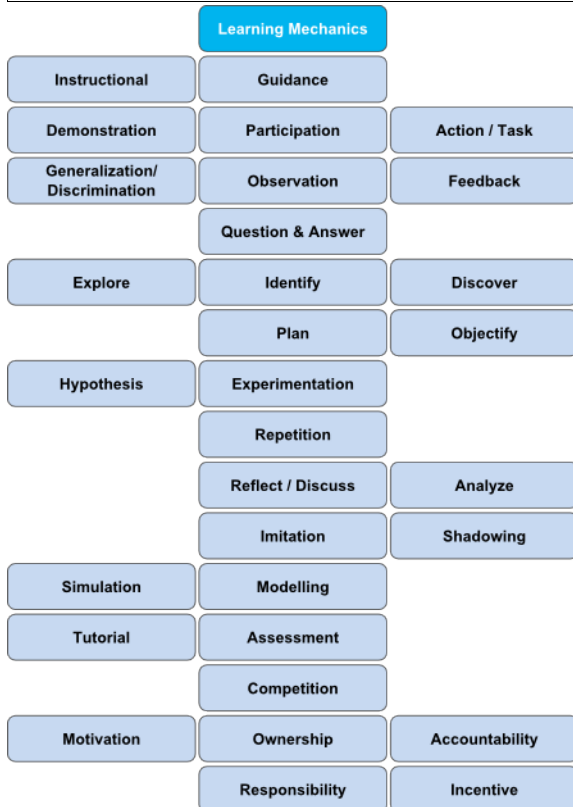


Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
Infinite Gameplay	Planning, Repetition	You can choose your projects infinitely	To get routine.
“Ownership”	Responsibility	The employee	To get an impression from dealing with the employee.
Status, Strategy/ Planning	Planning	Projects	Train your planning/management skills.
Feedback, Assessment, Rewards / Penalties	Feedback, Motivation, Assessment, Incentive, Reflect / Discuss	Score -Budget -Time - Management fees Feeling from the employee	Motivates you to do it better next time. The feeling from the employee shows you that you also have to think your employees wishes/needs.
Competition	Competition	Project bids	Shows you that not all projects are like you want it. Also you can't get all projects you want.
Selecting / Collecting, Goods / Informations	Responsibility, Planning	Selection of employee	Teach you to consider your decisions.
Time pressure, Strategy/ Planning	Assessment	Project selection	Teach you to decide quickly (under time pressure)
Appointment	Planning, Responsibility	Project	Teach your management/planning skills.