

Learning mechanism	Gaming mechanism	Implementation	Usage
Instructional (a)	Role play (1)	Office setting, economic charts and human resources office	Motivate the player to enter the business-like atmosphere of the simulation.
Motivation (b)	Selecting (2)	Edit the staff members	The choice of the staff members motivate the player to analyze the various profile of the candidates, to make the best choice.
Analyze (c)	Rewards/Penalties (3)	Rewards	The player receive the reward or the penalty at the end of a project.
Assesment (d)	Levels (4)	Cashflow view and Schedule view	The evaluation of the staff progress on a project is constantly monitored.
Competition (e)	Ownership (5)	Leaderboard	The results of the game are shared on the Leaderboard, which stimulates the competition
Guidance (f)	Goods/Information (6)	Memo	The player can use the Memo tool to understand the objective and to understand the situation of the staff members

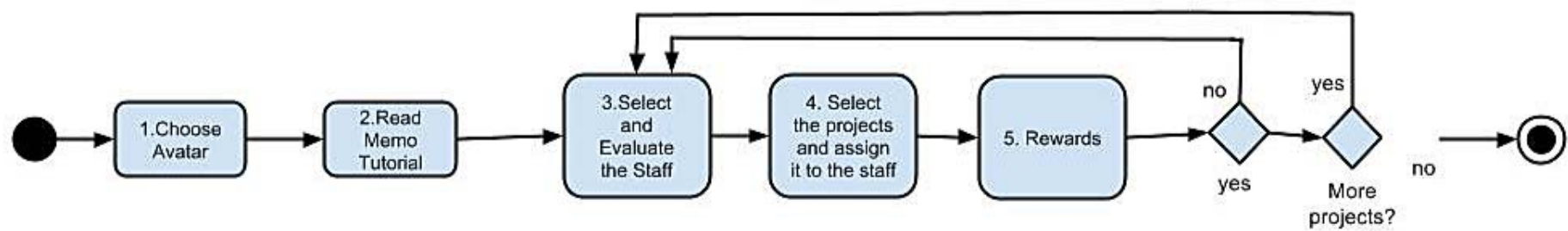
Instructions:

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.



Game sequence node	Learning mechanic(s)	Gaming mechanic(s)
1. Choose Avatar	a - b	1
2. Read memo tutorial	f	6
3. Select and evaluate the Staff	d	4
4. Select the projects and assign it to the Staff	b	2
5. Rewards	c - e	3 - 5

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.