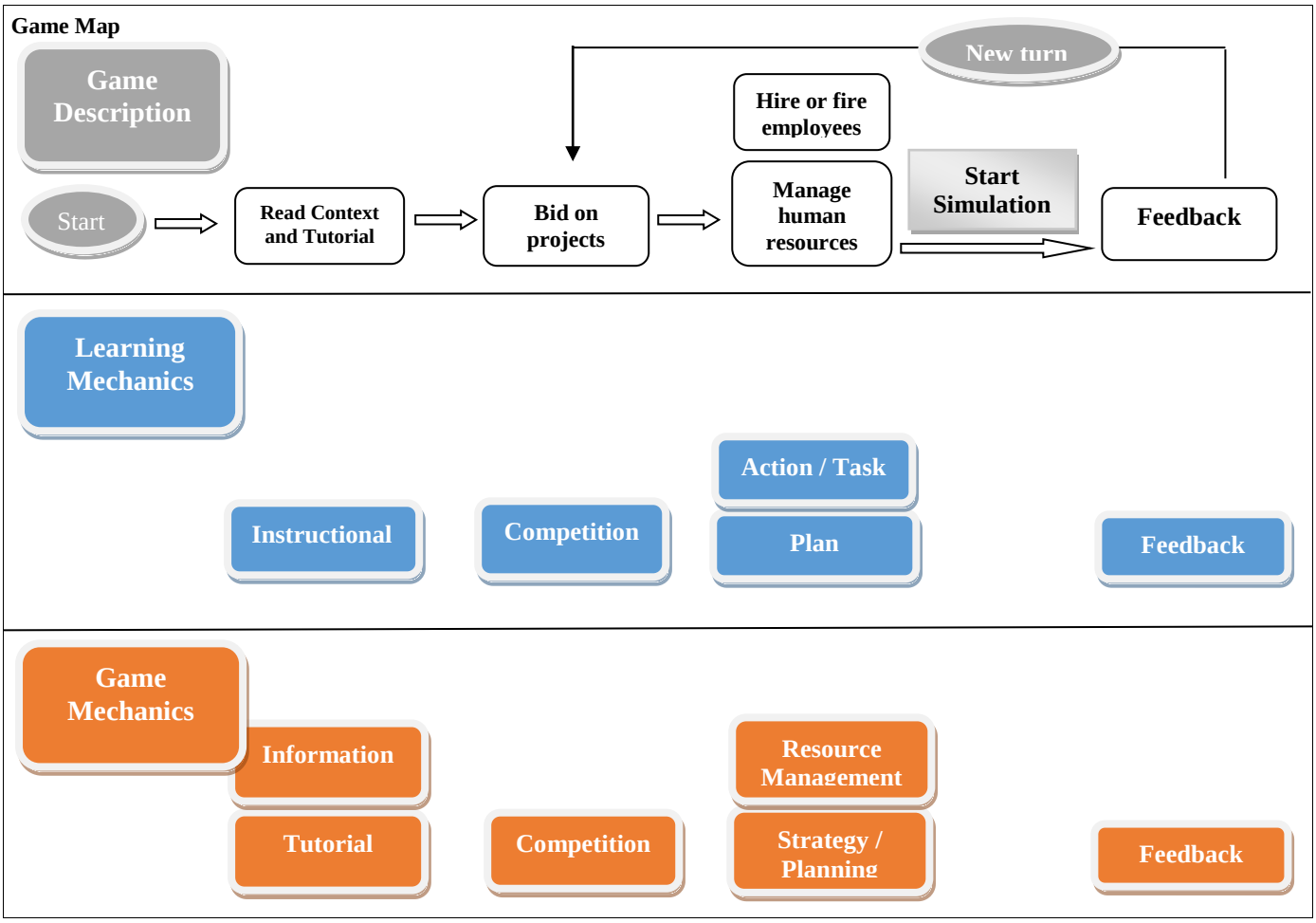
Game: Senior PM Game



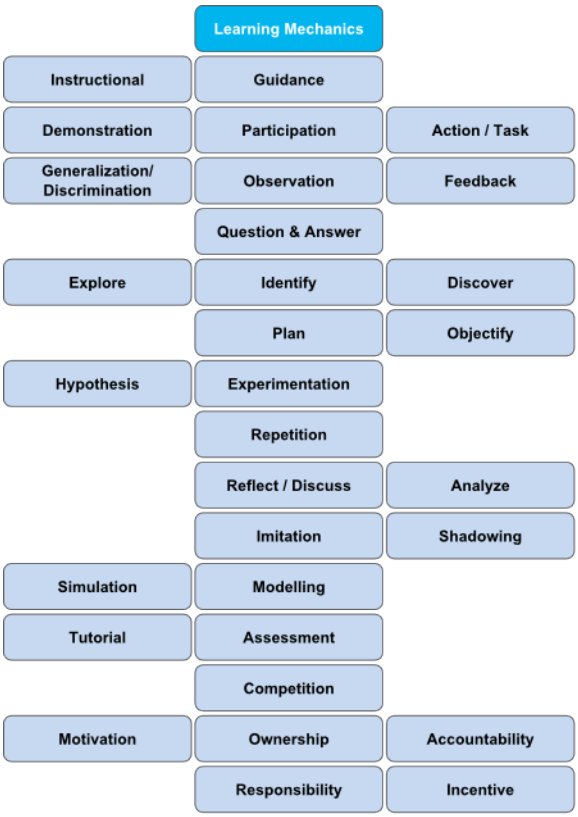


Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage
Information / Tutorial	Instructional	At the beginning the Player can get a short tutorial and during the game he always gets information which help him choosing the correct decisions.	When the player gets information in additional mirrors about bids or the employees, he explores how his decisions infuence the project.
Competition	Competition	The player can see competiton in the bidding system.	The GM is shown in a system in which you can bid for different projects against other players during a given time. He can bid on one or two projects. This GM tries to show the competition in the real world.
Plan	Strategy / Planning	The player needs to plan which employee works at which part of the project shown in the time schedule graphic.	During time goes on in the project time schedule, the player can see if choosing the employee for the different parts of the project was succesful. This way he can improve his planning skills the next project.
Action/Task	Resource Management	Connected to the point mentioned above the player has to hire or fire employees to have the best team for the projects.	The player has to finish different tasks of projects and can see how succesful the choice of employees for the different parts of the project was. (Nearly the same Usage like in “Strategy/Planning”)
Feedback	Feedback	The player gets Feedback after every project about the time he needed and the cashflow. This shows the success of the project. He also gets a full feedback when he clicks on “my page” with his all-time success with the parts: Attempted Completed OT & UB On-time (OT) Under-budget (UB) Project value Fees earned Bonus earned	The Player can see how succesful he already was in one game or in all games together, so he gets an overview of what he can improve and compare himself to others (colleagues or friends).