ADM Game Analysis | *Part I – Activities map*

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ne: Vihings

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
ivity	The player arrives with a boat and goes to a viking village where he has to solve different excercises	geb to know the history of the vihings	the studants learn easily sth. about the vihings	
oject	the player	the player	serious games interactive	primary and middle schools
ives	because there are all the time new tasks, and the player develops by himself so that it don't get boring / fun	he learns the history of the vihings step by step	to teach history	
l	Vihings	Vihings	Vihings	Vihings

ADM Game Analysis | *Part II – Game diagram and actions/ tools/ goals table*

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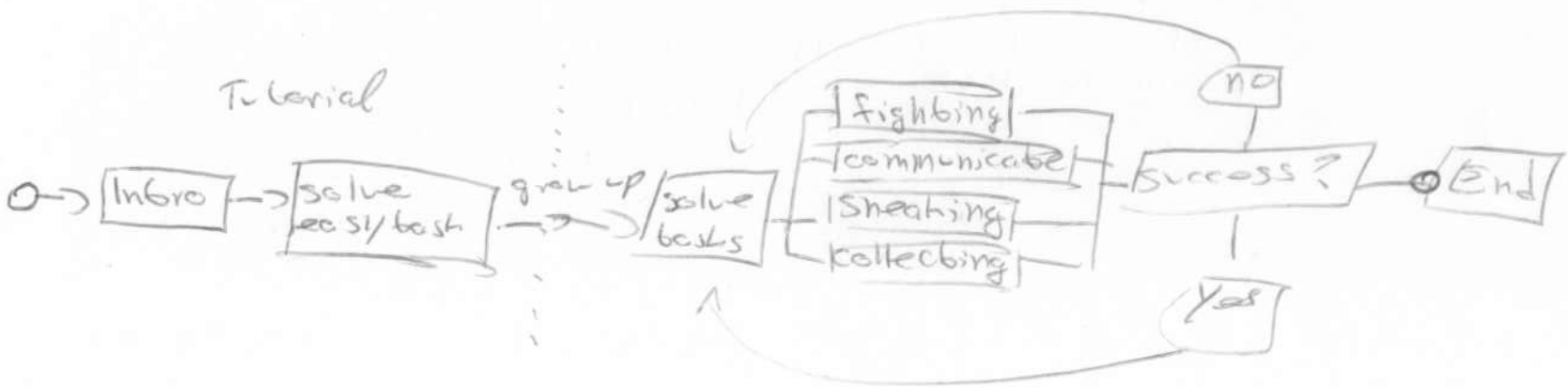
Game diagram>



Game actions	a film is shown which shows how the actor arrives with a boat	collecting coins moving though the map answering questions	after the tutorial the character grows up learns fighting and has to solve different tasks like sneaking, fightig and move with a ship/ flee from the village	travel to several cities · fight against more difficult enemies · goes back to the village to win Sigrid's heart
Game tools	/	collect goods to improve the character solve quests/ diff. items	· some different weapons (Thors Hammer, sword) · the boat with which the character travels · some competitions where the character has to fight	- there are different checkpoints - more rewards for winning the fights - more difficult challenges when the game ~~goes~~ to the end
Game goals	/	learn to use the interface, collect ressources	he has to survive the first battles and has to do his first big decisions	- maximize performance - complete the quest

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GADM Game Analysis | *Part III – Abstractions table*

Game actions	watch the intro film moving, collecting	evading, moving, eliminating enemies answering questions	moving back to village
Game tools	goods, tutorial non-playing characters		solve the last competitions
Game goals	learn to use interface	get acquainted with story complete side quests	complete quest
Learning Actions	discovering exploring	discovering, exploring, memorizing	memorizing locating
Learning Tools	get information	tasks, challenges	information, tests
Learning Goals	understanding foundational knowledge	understanding concrete experience	remembering understanding
Internal Teaching actions	telling story	rewarding good performance	telling story showing similar problems
Internal Teaching tools	questions & answers	rewards, quests & answers	limited set of choices performance measures
Internal Teaching goals	gaining attention informing learner of objective	stimulating recall of prior learning	assessing performance satisfaction by completing the same

xternal eaching ctions	the teacher can use this in history lessons to teach viking history	u – u	u – u
xternal eaching tools			
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arning ctions	Exploring the world completing the first tasks	it goes through the world and explore the viking culture listening to the viking history in dialogues	travels to different cities, so he learns that the vikings propagates themselves all over Europe
arning Tools	get information by the dialogues get the tasks from the NPC's	several tasks where you have to find the right answer to the viking history the whole story shows viking culture and history	the story is used for this, because the learner travels through these cities
arning Goals	understanding the tasks remembering the facts about the vikings	understanding a lost culture and understand the value of things which are nearly forgotten	understanding more of the viking history and viking culture
ternal aching ctions	telling story	the learner gets rewarded if he solves the ~~qe~~ diff. tasks e.g. when he answers the history questions of the NPC's	the learner recognizes how the vikings influenced the culture from parts of Europe
ternal aching Tools	questions & answers within the dialogues	questions & answers rewards when the learner get success	the plot of the game is used and the passion to explore the map of the game
ternal aching goals	to learn sth. about vikings history & culture	to learn more about the vikings history & culture	to learn more about the diffusion of the viking culture and to learn more about their history