

No. 6

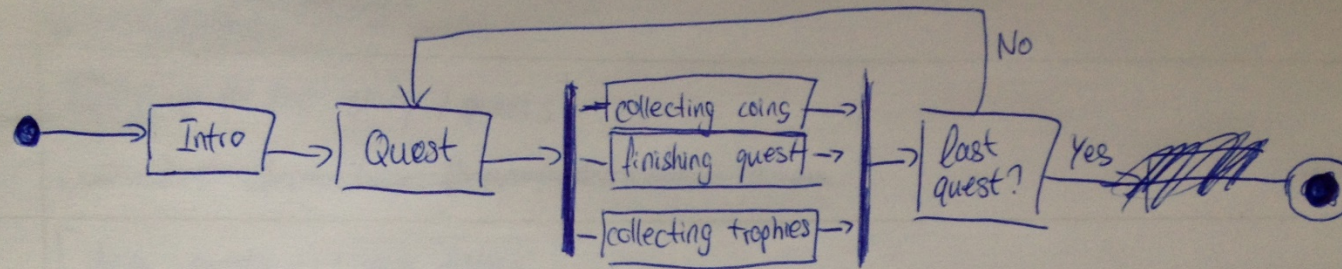
SGADM Game Analysis | Part I - Activities map

Game: Vikings

Activity	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
	You play a character in the age of Vikings and do a lot of little quests.	And -11- And learn the life of Vikings know.	-11-	-11-
Subject	The learner/ students	-11-	-Game designer	teacher
Motives	The story in the game acts in the time of Vikings and the player plays a Viking in the first person view.	-11- So the learner can better understand the how the life is as a Viking. He can better put himself in the position of a Viking.	The design of the map, the characters and the dialogs The game was produced to teach students about the Vikings.	The teacher using the game because it's a funnier option alternative to read a book or something similar.
Tool	game	game	game	game

SGADM Game Analysis | Part II - Game diagram and actions/ tools/ goals table

<Game diagram>



Game actions	<p>The player does a lot of quests and sees progresses in the story. Also he can do extra^{side} quests like collecting coins or trophies.</p> <p>→ moving, collecting, read information and story</p>
Game tools	<p>Coins, trophies, Erik (the character you are playing), dialogues</p>
Game goals	<p>Finish all the quests and finish the story.</p> <p>→ complete quest and side quests quests, get acquainted with story</p>

Learning Actions	<p>The player ^{is} involved in the actions. So he gets the informations directly from the game and safe them (maybe even sub subconsciously).</p> <p>→ remembering → reading</p>
Learning Tools	<p>Facing up to the story / quests</p> <p>→ Text, animation, story, tasks, information</p>
Learning Goals	<p>doing quests → read dialogs</p> <p>→ reading</p>
Internal Teaching actions	<p>The interesting story and the design is adjusted on the target group. So they can memorize the informations easily, because they still have have to any information a part of the story or a quest or a visualization in their head.</p> <p>→ telling story, demonstrating</p>
Internal Teaching tools	<p>story + gameplay + design</p> <p>→ limited set of choices, story</p>
Internal Teaching goals	<p>Make it easier to remember by an An interesting ^{or} story helps the player to remember the informations which which you're getting from the game easily.</p>

SGADM Game Analysis | Part III - Abstractions table

Game actions	moving, collecting, read information and story
Game tools	2D 3D space, NPC's, roles, role play, story, Quest, points (coins)
Game goals	complete quests and side quests, get acquainted with story
Learning Actions	reading
Learning Tools	text, animation, story, tasks, information
Learning Goals	remembering
Internal Teaching actions	telling story, demonstrating
Internal Teaching tools	limited set of choices, story
Internal Teaching goals	