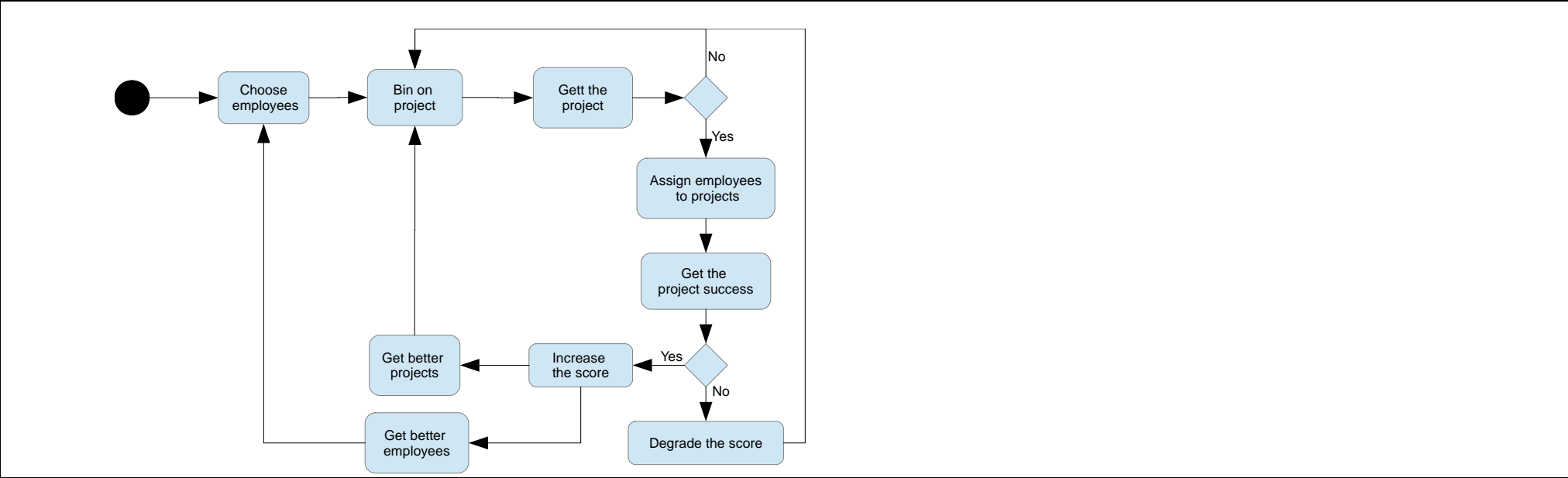


Game: Senior PM Game

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
<b>Activity</b>	Play the game	Learn how to plan the process of different projects done by different staffs. Learn how employees improve their skills with the running time.	Use the game to explain how projectmanagement works and how important a good assignment of tasks is for the success of a project.	-
<b>Subject</b>	Player	Player/learner	Game designer	-
<b>Motives</b>	Competition  Learning about Projectmanagement	Learn how to increase your score with planning the right occupancy of staffs for the projects.	Give people a chance to improve their management skills.	-
<b>Tool</b>	Game	Game	Game	-

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



Game actions	The player is able to choose 4 employees with different kinds of skills. With these staffs the player is able to practice a project where the different skills of the staffs are require.
Game tools	projects ; employees ; score ; bid points ; penalties
Game goals	The goal is to increase your score with successful practicing at projects.

<b>Learning Actions</b>	Distribution of the different employees on the projects.
<b>Learning Tools</b>	employees with different skills ; different projects
<b>Learning Goals</b>	Learn how to plan the process of different projects done by different staffs.
<b>Internal Teaching actions</b>	Inform the player of the results of his decisions and reward good choices with a good score and punish him for bad decisions with penalties.
<b>Internal Teaching tools</b>	score ; bonus ; penalties
<b>Internal Teaching goals</b>	The player have to understand that his decisions have consequence on his projects and on his score.

<b>External Teaching actions</b>	
<b>External Teaching tools</b>	
<b>External Teaching goals</b>	

SGADM Game Analysis | *Part III – Abstractions table*

Game actions	planning ; manage resources
Game tools	Tokens ; rewards ; penalties ; performance meters
Game goals	maximize score
Learning Actions	planning ; selecting ; experimentating
Learning Tools	simulator
Learning Goals	reflective observation ; organization
Internal Teaching actions	sanctioning bad performance ; rewarding good performance
Internal Teaching tools	simulators ; rewards ; penalties
Internal Teaching goals	assessing performance ; providing feedback

<b>External Teaching actions</b>	
<b>External Teaching tools</b>	
<b>External Teaching goals</b>	



Learning actions	
Completing goal	Memorizing
Discovering	Model building
Discriminating	Objectifying
Discussion	Observing
Experimentating	Participating
Exploring	Participating in conversation
Forming hypothesis	Performing action/ task
Forming goal	Planning
Generalizing	Puzzlement
Identifying	Reading
Imitating	Repetition
Listening	Selecting/ Choosing
Locating	Verifying/ Reviewing

Learning tools
Animation
Challenge
Graphics
Information
Report
Simulator
Story
Student diary
Task list/ Checklist
Tasks
Tests
Text
Video

Learning goals				
Bloom's Taxonomy – Cognitive domain	Bloom's Taxonomy – Affective domain	Bloom's Taxonomy – Psychomotor domain	Kolb's experiential learning cycle	Fink's Taxonomy
Remembering	Receiving phenomena	Perception (awareness)	Concrete experience	Foundational Knowledge
Understanding	Responding to phenomena	Set	Active experimentation	Application
Analyzing	Valuing	Guided response	Reflective observation	Integration
Applying	Organization	Mechanism (basic proficiency)	Abstract conceptualization	Human dimension
Evaluating	Internalizing values	Complex Overt Response		Caring
Creating		Adaptation		Learning how to learn
		Origination		



Teaching actions
Demonstrating
Presenting material
Presenting problem
Presenting quiz
Qualitatively assessing performance
Quantitatively assessing performance
Reviewing lesson
Rewarding good performance
Sanctioning bad performance
Scaffolding
Showing similar problems
Stressing importance
Suggesting improvements
Telling story

Teaching tools
Checklists
Deadlines
Discussion
Help text
Limited set of choices
Penalties
Performance measures
Practice tests
Questions & Answers
Rewards
Simulators
Story
Tips / Assistance
Warning messages

Teaching goals	
Gagné's Nine Events of Instruction	ARCS Model of Motivational Design
Gaining attention	Attention
Informing learner of objective	Relevance
Stimulating recall of prior learning	Confidence
Presenting the stimulus	Satisfaction
Providing learning guidance	
Eliciting performance	
Providing feedback	
Assessing performance	
Enhancing retention and transfer	

