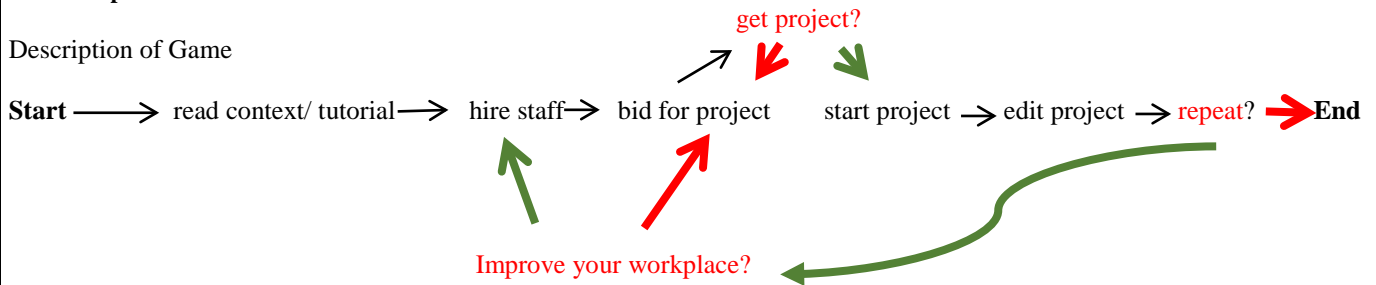


Game: Senior PM Game

Game Map

Description of Game



Learning Mechanics

Instructional Tutorial	Analyze	Plan	Simulation / Analyze / Reflect Plan / Experimentation	Repetition
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Game Mechanics

Tutorial	Selecting	Resource Management Selecting	Level / Simulate / Stratedy Resource Management / Tokens Feedback / Time pressure	Infinite Gameplay
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Narrative Mechanics ???

Learning Mechanics		
Instructional	Guidance	
Demonstration	Participation	Action / Task
Generalization/ Discrimination	Observation	Feedback
	Question & Answer	
Explore	Identify	Discover
	Plan	Objectify
Hypothesis	Experimentation	
	Repetition	
	Reflect / Discuss	Analyze
	Imitation	Shadowing
Simulation	Modelling	
Tutorial	Assessment	
	Competition	
Motivation	Ownership	Accountability
	Responsibility	Incentive

Game Mechanics			
Behavioural Momentum	Role Play		
Cooperation	Collaboration		
Selecting / Collecting	Tokens	Goods / Information	
	Cascading information	Cut Scenes / Story	
	Questions & Answers	Communal Discovery	
Strategy / Planning	Resource Management	Pareto Optimal	Appointment
Capture / Eliminate	Tiles / Grids	Infinite Gameplay	
Game Turns	Action Points	Levels	
Time pressure	Pavlovian Interactions	Feedback	
	Protégé effects	Meta-game	
Design / Editing	Movement	Simulate / Response	Realism
Tutorial	Assessment		
	Competition		
Urgent Optimism	Ownership		
Rewards / Penalties	Status	Virality	

Table: Description of Serious Game Mechanics

[illegible]