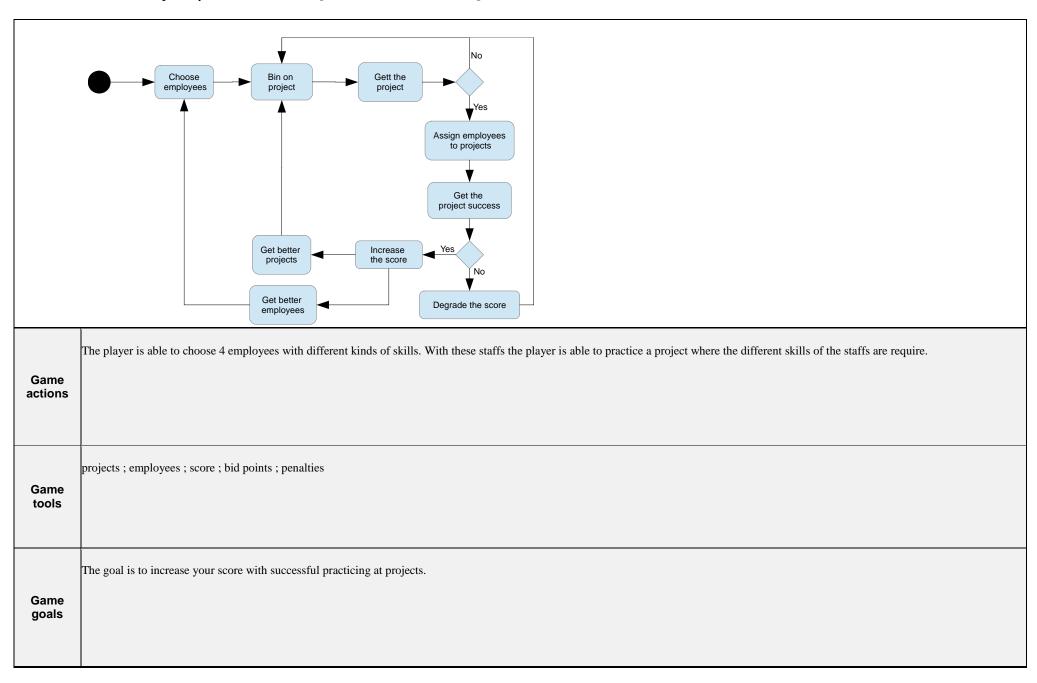
Game: Senior PM Game

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	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.	
Subject	Player	Player/learner	Game designer	-
Motives	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.	-
Tool	Game	Game	Game	-

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



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

External Teaching actions	
External Teaching tools	
External Teaching goals	

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

External Teaching actions	
External Teaching tools	
External Teaching goals	

	Gaming actions						
E	ntity manipulat	ions	Mov	rement	Time-related	Information	
Capturing	Eliminating	Owning	Avoiding	Shooting	Manipulating time	Asking questions	
Collecting	Exchanging	Planning / Strategy	Colliding	Targeting	Starting/ Stopping time	Answering questions / trivia	
Creating	Generating	Removing	Moving	Teleporting	Advance game period	Obtain help	
Customizing	Managing resources	Selecting	Evading	Traversing		See performance evaluation	
Designing	Manipulating gravity	Tactical maneuvering	Rotating	Visiting		Watch / Listen to / Read information	
Destroying	Matching	Trading virtual items				Watch / Listen to / Read story	
Editing							

Gaming goals				
Collect resources	Get acquainted with story			
Be the first to reach the end	Learn to use interface			
Be the last player standing	Maximize performance			
Collect information	Maximize score			
Complete quest	Perform task within allotted time			
Complete side quests	Reach narrative end			
Form/discover goal	Reach resources end			

					Gaming too	ols				
Objec	ets	Attributes	Time	Feedback	Help	Chance/ Randomness	Narrative (aesthetics)	Rules	Segmentation of gameplay	Goal metrics
2D/3D space	Modifiers	Lives	Chronometer	Achievements	Advice and assistance	Dice	Cut scenes	(In)complete information	Alternating turns	Achievement
Cards	Non-playing characters (NPC)	Position in space	Time pressure	Leaderboards	Guide character	Lottery	Role play	Competition	Challenges	Performance record
Gifts	Tiles	Roles		Penalties	Checklists/ Task lists	Random appearances	Story (text)	Game modes	Checkpoints	Score
Goods	Tokens	Secrets		Performance meters	Tips	Randomizers		Gamemaster / referee	Game Period	Success level
Grids	Virtual money	Virtual skills		Performance record	Tutorial			Multiplayer	Infinite gameplay	Time
Information				Points	Warning messages			Zero-sum / non- zero-sum	Levels	
				Progress bar					Metagame	
				Rewards					Puzzles	
				Status levels					Quest / Problem	
									Time	

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		

