

Activity	Subject	Description
Gaming	Project Manager avatar	The object is to finish projects on-time and under-budget using the assembled staff.
Learning	Project Manager (or candidates)	Selecting candidates, reviewing their resumes, building team, bidding on a project and completing it.
Intrinsic Instruction	Teaching soft skill through games	Involving and motivating players through a challenging and enjoyable environment and game mechanics.
Extrinsic Instruction (see cell A14)	<Who is using the game to teach something?>	<Why is the subject using the game? How is the game used to teach something? Are there any other tools used in conjunction with the game to achieve the learning objectives?>

Instructions:

Gaming activity subject:

Who is the player?

Gaming activity description:

Why is the subject playing? What are the general objectives of the game?

Learning activity subject:

Who is the learner?

Learning activity description:

Why is the subject engaging with the game? What are the learning objectives of the game?

Intrinsic instruction subject:

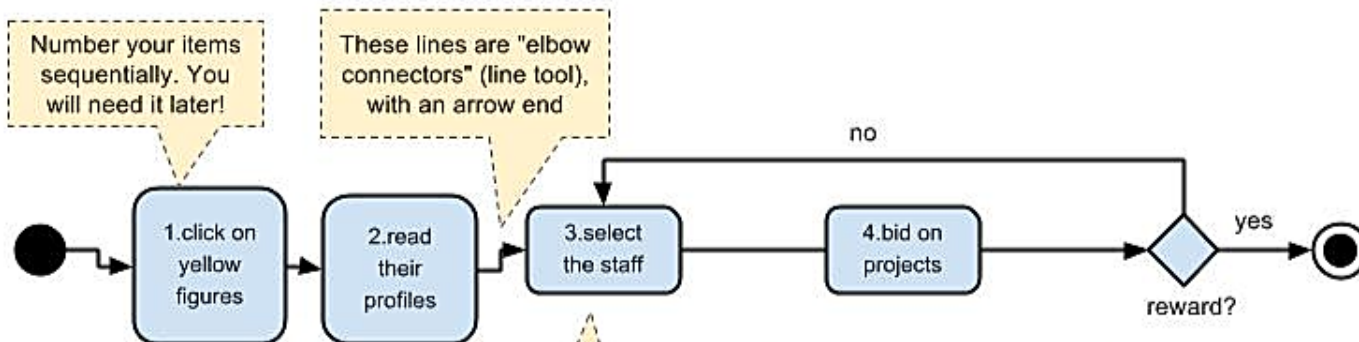
Who designed/ produced the game?

Intrinsic instruction description:

Why was the game produced? How is the game trying to convey its learning contents?

Extrinsic instruction:

For this analysis, there is no need to fill in the Extrinsic instruction layers.



Number your items sequentially. You will need it later!

These lines are "elbow connectors" (line tool), with an arrow end

These yellow notes are here to give you tips on the Google Draw interface. You can delete them when you don't need them anymore.

Use these shapes as templates. You can duplicate items with "Ctrl+D"

Use as many items as you need to represent the game flow!

If this is your second analysis, you can copy and paste the diagram you already made.

		Item number			
		1	2	3	4
Gaming	Actions (see cell A17)	point and click	open pop-up	click	point and click
	Tools (see cell A18)	mouse	mouse	mouse	mouse
	Goals (see cell A19)	select targets	collect cards	assemble subset	select
Learning	Actions (see cell A20)	discovering personnel	deepening knowledge of personnel	selecting personnel	forecasting
	Tools (see cell A21)	getting information	deepening information	using information	selecting project
	Goals (see cell A22)	acquiring knowledge and information	analyzing information	using information to act	maximize reward
Intrinsic instruction	Actions (see cell A23)	adding information	deepening information	using information	applying information
	Tools (see cell A24)	employees' roles	employees characteristics	staff arrangement	project investment
	Goals (see cell A25)	creating curiosity	building knowledge	applying knowledge	extending knowledge
Extrinsic instruction (see cell A26)	Actions	<What happens, during the game but outside of it, that supports the learner to achieve the learning goals?>	...		
	Tools	<Which elements are involved/used, outside the game, to support the instructional actions?>	...		

	Goals	<What are the instructional goals driving the actions described above?> ...			
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Instructions:

- Gaming actions:* How does the game unfold? Which actions does the subject perform in the game?
- Gaming tools:* Which elements are involved/used in the gaming actions?
- Gaming goals:* What does the subject have to achieve in the game at this point?
- Learning actions:* What tasks does the subject do in the game that are directed towards the learning goal?
- Learning tools:* Which elements are involved/used in the learning actions?
- Learning goals:* Which knowledge or skills the learner is expected to acquire with the learning actions?
- Intrinsic instruction actions:* What happens in the game that supports the learner to achieve the learning goals (assessment, feedback)?
- Intrinsic instruction tools:* Which elements are involved/used in the game to support the instructional actions?
- Intrinsic instruction goals:* What are the instructional goals of the game at this point?
- Extrinsic instruction:* For this analysis, there is no need to fill in the Extrinsic instruction layers.

Game sequence node	Gaming	Learning	Intrinsic Instruction	Extrinsic Instruction
<Node number and name> (see cell A18)	<Description> (see cell A19)	<Description> (see cell A20)	<Description> (see cell A21)	<Description> (see cell A22)
<Node number and name>	<Description>	<Description>	<Description>	<Description>
Continue filling the descriptions for each of the game sequence items you identified in the diagram.	
...	

Instructions:

Gaming sequence node: Just fill in the number and name of the game sequence node

Gaming description: Consider the elements from the three gaming layers together, and write a textual

Learning description: Consider the elements from the three learning layers together, and write a textual

Intrinsic instruction description: Consider the elements from the three intrinsic instruction layers together, and write a textual description of how the usage of such elements and characteristics, together,

Extrinsic instruction: For this analysis, there is no need to fill in the Extrinsic instruction layers.