

SGADM Game Analysis | Part I - Activities map

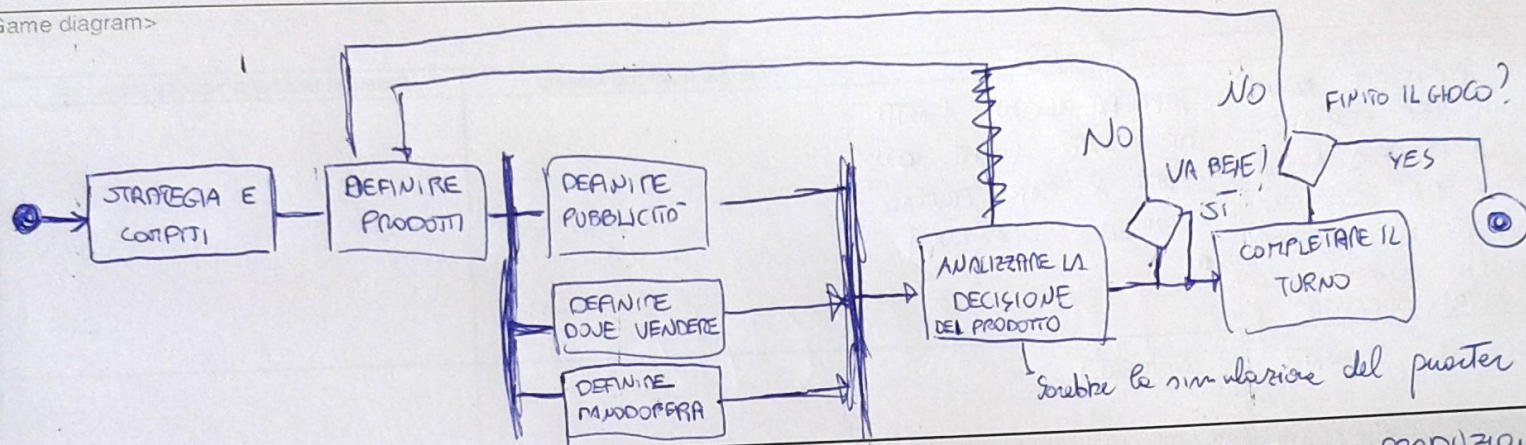
GE11

Game: MARKETPLACE

	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
Activity	BISOGNA PRENDERE NUOVE DECISIONI PER PORTARE AVANTI LA PROPRIA AZIENDA CHE NASCE DA ZERO IN UN MERCATO NON AFFERMATO. BISOGNA COMPETERE CON ALTRI COMPETITOR	IMPARARE ALCUNI ASPETTI IMPORTANTI ANCHE SOTTO SCULTI X FAR FRUITARE AL MEGLIO L'AZIENDA.		
Subject	SQUADRE DI STUDENTI	STUDENTI		
Motives	AVERE UN MINIMA BASE DI IMPRENDITORIA E SAPERE LEGGERE E ANALIZZARE GRAFICI	STESSA COSA DEL GAMING		
Tool	GIOCO	GIOCO		

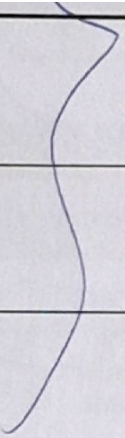
SGADM Game Analysis | Part II - Game diagram and actions/ tools/ goals table

<Game diagram>



Game actions	FAR NASCERE L'AZIENDA DI PC DA ZERO. DE DECIDERE STRATEGIE DI PRODUZIONE E DI RICERCHE DI MERCATO. DECIDERE IN QUALI SEGMENTI INVESTIRE, IN QUALI CITTÀ VENDERE E DECIDERE QUALI PUBBLICITÀ FARE
Game tools	TUTTO IL MENU DIVISO PER PUNTI IN CUI SI ANDAVA AD IMPOSTARE LE VARIE DECISIONI (MANUFACTURING, ADVERTISING ETC....)
Game goals	NON FAR FALLIRE L'AZIENDA, AVERE LA MAGGIOR FETTA DI MERCATO, ACQUISIRE I CLIENTI ED AVERE UNA BUONA PUBBLICITÀ.

Learning Actions	AD OGNI QUARTER VENIVA MOSTRATO IL REPORT DEL QUARTER PRECEDENTE, ANALIZZANDO TUTTI I DATI DI MERCATO (VENDITE, DOMANDA, PRODOTTI INVENUTI ETC.). QUESTO ERA UTILE PER CAPIRE QUALI DECISIONI EFFETTUARE IN RELAZIONE ALLE DECISIONI DEI COMPETITORI
Learning Tools	OGNI VOCE DEL GIOCO AVEVA LA PROPRIA LEZIONE IN CUI SPIEGAVA UN POCHINO QUALI DECISIONI ERANO IMPORTANTI E COME ANALIZZARE LA RICERCA I DATI A DISPOSIZIONE
Learning Goals	CAPIRE L'EVOLUZIONE DI UN NUOVO MERCATO E CAPIRE GLI ASPETTI CHE BISOGNA CURARE NELLA GESTIONE DELL'AZIENDA
Internal Teaching actions	
Internal Teaching tools	
Internal Teaching goals	

Learning Actions	LI MO CERCHIATI 	
Learning Tools		
Learning Goals		
Internal Teaching actions		
Internal Teaching tools		
Internal Teaching goals		

Gaming actions

Entity manipulations			Movement		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 tools

[illegible]

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

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	

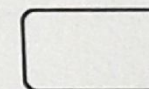
Shapes of an activity diagram



Initial state



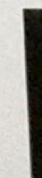
End state



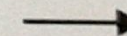
Action state



Decision with alternate paths



Beginning or end of parallel activities
(or when the order does not matter)



Connecting arrows