

IBM City One

LM-GM Analysis

Below is represented the LM-GM analysis of IBM City One, a simulation game in which users experience some of the complex problems facing cities. They can implement changes and understand the results in terms of how various technology solutions can improve industries within a municipality.

The gameplay consists of making business decisions by choosing among a list of possible actions, each one with an associated cost. There is a budget limit to each of the different industries in the game, which can or cannot be increased according to the results of previous decisions. At the end of each turn the game presents the results of the previous decisions in terms of three different metrics (citizen happiness, business climate and population). The whole game has 20 turns. After turn #10 and #20, the game presents a leaderboard and an evaluation of the player's general performance.

Learning mechanic	Game mechanic	Implementation	Usage
Motivation	Role play	Introduction video	Motivate the player to enter the business-like atmosphere of the simulation.
Plan, Reflect/ Discuss, Analyze	Resources Management	Limited budget	Because of the limited budget that the player is given for each industry in the game, it is necessary that the player analyzes the information, reflects on it and finally devise a plan to apply the resources in the best way. The budget is fixed from the beginning of the game and extra credits are only given when the implemented actions are successful.
Guidance	Goods/ Information	NPC guidance	The amount of possible actions in the game is huge, but the consultants advise the player with three recommended actions. The player can use the tool "Discuss", in which the consultant presents more information about the action.
Explore	Goods / Information	Assets library	In the "Library", the player has access to external (real) documents that are related to the action, and sometimes case studies of their implementation in the real world.
Incentives	Rewards/ Penalties	Trophies	Trophies are assigned during the game to reward actions that benefit specific aspects of the life in the city. Trophies can be shared on Social Media, which stimulates competition.
Assessment	Competition	Leaderboard	The leaderboard is presented only at the end of the game. The player is encouraged to play again to improve his/her scores.

