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	Learning Mechanics			Game Mechanics		
[L01] Instructional	[L02] Guidance		[G01] Behavioural Momentum	[G02] Role Play		
[L03] Demonstration	[L04] Participation	[L05] Action / Task	[G03] Cooperation	[G04] Collaboration		
[L06] Generalization/ Discrimination	[L07] Observation	[L08] Feedback	[G05] Selecting / Collecting	[G06] Tokens	[G07] Goods / Information	
	[L09] Question & Answer			[G08] Cascading information	[G09] Cut Scenes / Story	
[L10] Explore	[L11] Identify	[L12] Discover		[G10] Questions & Answers	[G11] Communal Discovery	
	[L13] Plan	[L14] Objectify	[G12] Strategy / Planning	[G13] Resource Management	[G14] Pareto Optimal	[G15] Appointment
[L15] Hypothesis	[L16] Experimentation		[G16] Capture / Eliminate	[G17] Tiles / Grids	[G18] Infinite Gameplay	
	[L17] Repetition		[G19] Game Turns	[G20] Action Points	[G21] Levels	
	[L18] Reflect / Discuss	[L19] Analyze	[G22] Time pressure	[G23] Pavlovian Interactions	[G24] Feedback	
	[L20] Imitation	[L21] Shadowing		[G25] Protégé effects	[G26] Meta-game	
[L22] Simulation	[L23] Modelling		[G27] Design / Editing	[G28] Movement	[G29] Simulate / Response	[G30] Realism
[L24] Tutorial	[L25] Assessment		[G31] Tutorial	[G32] Assessment		
	[L26] Competition			[G33] Competition		
[L27] Motivation	[L28] Ownership	[L29] Accountability	[G34] Urgent Optimism	[G35] Ownership		
	[L30] Responsibility	[L31] Incentive	[G36] Rewards / Penalties	[G37] Status	[G38] Virality	