

# SGADM Game Analysis | Part I - Activities map

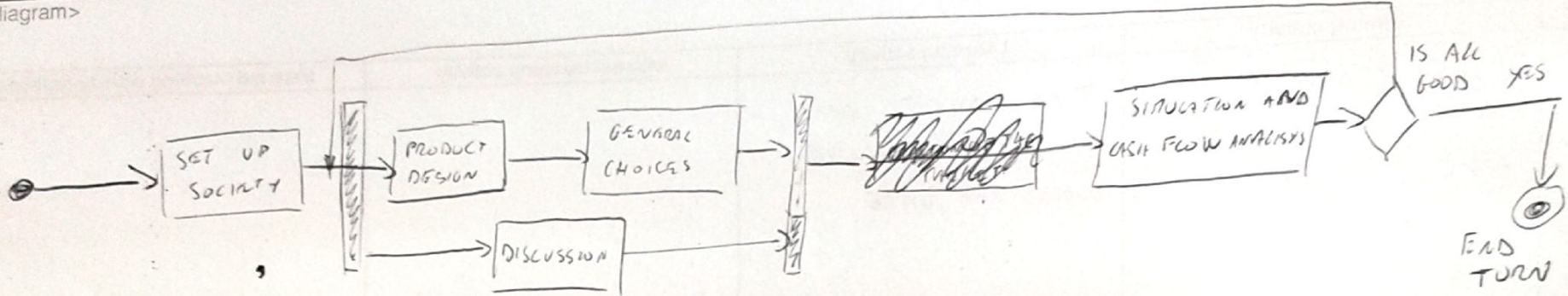
Game: MARKET PLACE

Activity	Gaming activity	Learning activity	Internal teaching activity	External teaching activity (optional)
	THERE'S A SOCIETY THAT EVOLVES, THERE'S A PC MARKET ; THE STUDENT SHOULD SELL PCs.	THE SOCIETY AND THE MARKET EVOLVE DURING THE GAME		
Subject	STUDENT	STUDENT	1CS WORLD	PROFESSOR
Motives	THE STUDENT PLAYS TO UNDERSTAND HOW TO SELL PCs.	STUDENT PLAYS TO BETTER UNDERSTAND HOW MARKET REACTS.		
Tool	GAME	GAME	GAME	GAME, LESSONS



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

<Game diagram>



Game actions	MARKET IS CHANGING, PERCENT OF SHARE IS GROWING OR REDUCING, <del>PRODUCED</del> PRODUCTS ARE SOLD OR NOT, CASH FLOW IS INFLUENCED.
Game tools	CASH, PRODUCTS, SHARE, SALE PEOPLE, RESOURCES.
Game goals	PLAYER SHOULD INCREMENT CASH FLOW AND GAIN MORE SHARE AS POSSIBLE IN HIS CHOSED BRANDS; SOCIETY SHOULD GROW.



Learning Actions	THE MARKET REACTS TO DECISIONS , PLAYER HAVE TO <del>JUST</del> TAKE DECISIONS TO MANAGE THE SITUATION. <del>AND SO</del>
Learning Tools	<del>SAVE AS CAPITAL TOOLS</del> & <del>OUT USED TO INCREASE WAY</del> . CASH FLOW, PRODUCTION, STORM OUT, SAVE PEOPLE
Learning Goals	PLAYER LEARNS HOW TO REACT TO MARKET CHANGES , HOW TO RUN PRODUCTION AND HIRE SAVE PEOPLE.
Internal Teaching actions	
Internal Teaching tools	
Internal Teaching goals	



# SGADM Game Analysis | Part III - Abstractions table

Game actions	CREATING, CUSTOMIZING, DESIGNING, DESTROYING, EDITING, EXCHANGING, PLANNING, OWNING, MANAGING RESOURCES, ADVANCE GAME PROUD, TRAINING VIRTUAL ITEMS, READ INFORMATION
Game tools	<del>CREATING RESOURCES</del> , GOODS, INFORMATION, LEADER BOARDS, PERFORMANCE METERS, CHECKLIST, WARNING MESSAGES, (COMPETITION) MULTIPAYER,
Game goals	COLLECT RESOURCES, COLLECT INFORMATION, LEARN TO USE INTERFACE, MAXIMIZE PERFORMANCE
Learning Actions	DISCUSSION, EXPERIMENTING, GENERALIZING, IMITATING, MODEL BUILDING, OBSERVING, PERFORMING TASK, PLANNING, READING, SELECTING.
Learning Tools	CHALLENGE, INFORMATION, SIMULATOR, CHECKLIST,
Learning Goals	UNDERSTANDING, ANALYZING, APPLYING, EVALUATING, CREATING
Internal Teaching actions	
Internal Teaching tools	
Internal Teaching goals	