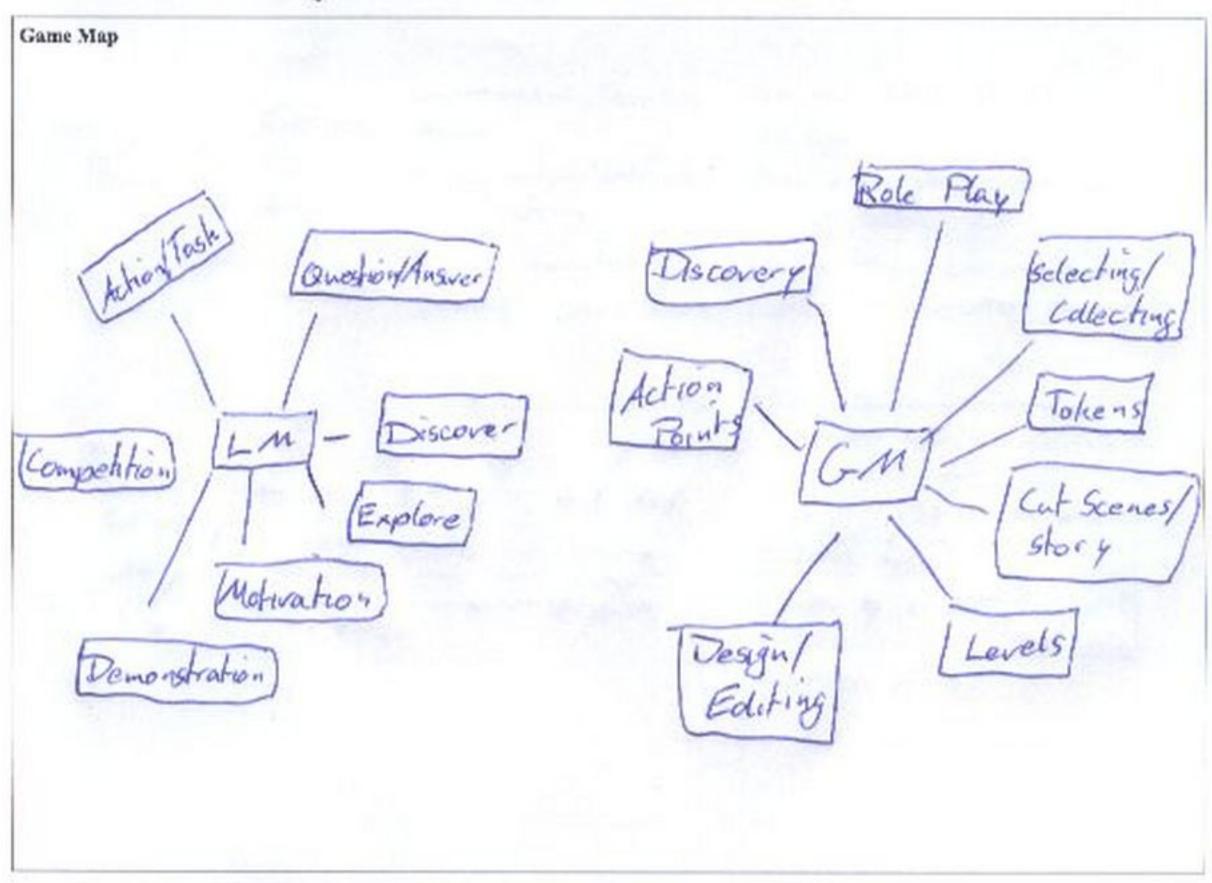


Game: Vikings



	Coupling Machines			Germ Nechatics		
Instructional	Guidanos		Behavioural Memorbum	Role Play		
Deroonstration	Participation	Action / Task	Gooperation	Collaboration		
Generalization Discrimination	Observation	Fordback	Selecting (Collecting	Yolcens	George / Information	
	Question & Answer			Casoading information	Cut Scenes / Stery	
Explore	Mentify	Discover		Questions & Answers	Communal Discovery	
	Pian	Objectily	Strategy (Planning	Resource Management	Parete Optimal	Appointmen
Hypothesis	Experimentation		Capture I Diminate	Titos / Grids	Infirete Garacplay	
	Reputition		Come Yurms	Action Points	Lavels	
	Reflect ! Discuss	Analyza	Three prossure	Paylovian Interactions	Feedback	
	mtatios	Shadowing		Protéga sffecia	Meta-garne	
Simulation	Nozeling		Design / Editing	Movement	Sterulate / Response	Restien
Turborial	Assessment		Tutorial	Assessment	,	
	Competition			Competition		
Mativettan	Ownerstop	Acosumbility	Organi Optimism	Owneratep		
	Responsibility	Incentive	Researchs / Pernattion	Status	Virality	

Table: Description of Serious Game Mechanics

Game mechanic	Learning mechanic	Implementation	Usage		
Design/ Editing	Explore	Environment, Peoples, Hems	the age of the vikings		
Answer Discover		Talking to habitants, who ask questions	only one right answer, about viking history		
Grane Lords Simulation		Player character is growing in game process	Maybe Player can identify his Learning with dearacters growing		
Selecting	Explore	collecting coins	The player has to over-		
Action Points	Competition	figthing against MPC	Learning about weapons at this time		
Story	Discover	little cut scenes	Scenes which show various		
Dole Play		inventory in game	Learning about that gots,		