Game: Vikings Nr 19

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| --- | --- | --- | --- | --- |
|  | Gaming activity | Learning activitiy | Internal teaching activity | External teaching activity(optional) |
| Activity | A story of a viking is told | -learn something about the Vikings story |  |  |
| Subject | Player | player | designer | teacher |
| Motives | The player plays a viking in the first person view and grow up with him | The player plays a viking in the first person view and grow up with him, that´s why you can put oneself better in characters position | The producer wants to teach the gamers the story of a viking | Teacher uses the game to have a playing possibility to teach the topic |
| Tool | Game | Game | Game | Game |

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

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|  | | |
| Game actions | You play a little Viking called Erik and control him while growing up |
| Game tools | You have to complete quests, collect coins and do conversation which other characters |
| Game goals | You have to complete the quests which are given to you, until Erik is an old viking |
| Learning actions | Completing the quest |
| Learning tools | Talking with other characters to get information |
| Learning goals | Learning something about the Vikings history |
| Internal Teaching actions | If you complete a quest you can play the next quest. |
| Internal Teaching tools | You can speech with some people in the game. Moreover there is an information at the screen |
| Internal Teaching goals | You learn something about the Vikings history and have to deal with social relationships. |
| External Teaching actions |  |
| External teaching tools |  |
| External teaching goals |  |

SGADM Game Analysis/ Part III- Abstractions table

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| --- | --- |
| Game actions | Collecting / Moving ,Targeting/Advance game-period / Asking questions, answering questions, Read information, obtain help |
| Game tools | Role play/ Information, token, goods/ Guide character, Task lists/ Quests, Challenges |
| Game goals | Collect resources/ complete quest / reach narrative end |
| Learning actions | Completing goal |
| Learning tools | Story, text, Information, Animation |
| Learning goals | Understanding |
| Internal Teaching actions | Telling story, Rewarding good performance |
| Internal Teaching tools | Story, help text, quests |
| Internal Teaching goals | Informing learner of objectives |
| External Teaching actions |  |
| External teaching tools |  |
| External teaching goals |  |