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PM Game Name:	Developer/s:	Date:
		Version:

Addressees & Aims	Decision Level & Functional Area	Competencies	Teaching-/ Learning Aims	Measurement of Learning Success
				Evaluation

Project Type & Phase/s	Project Aims & Risks	Processes & Activities	Implementation

PM Sections, Stakeholder & Roles	Project Organization & Relationships	Story

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Decision and Function matrix (Define and give reasons for!) [1]

Functional Area / Decision Level	Strategy & Organization	Research & Development	Finance & Governance	Marketing & Sales	Human Resources & Leadership	Operations & Procurement
Strategic level Position & objectives (Where?)						
Tactical level Design of processes & organizations (How?)						
Operational level Implementation & execution (Who, What, When?)						

Activity & Information Map (What role is ivolved in which process? How is the information / decision flow?) [2]

Role	Project Akquisition	Bid Preparation	Contract Negotiation	Project Contract	Project Start	Execution Planning	Execution	Hand Over	Warranty

Communication methods for PM games (Select and give reasons for!) [3]

collaborative Tasks

Synchronous communication (real-time)

asynchronous communication (delayed)

- Face-to-Face
- Video
- Phone
- Instant Messaging
- Wiki
- Forum
- E-mail

coordinating tasks

WHICH Information WHEN
for WHOM, HOW, for WHAT?

Story-Designer for PM Game (A good story is important for the acceptance and the learning outcomes!) [4]

Examples

is given	should be experienced
Problem	process of solution
Frame	identify processes
Process	Identify tasks, allocate etc.
Task	Processing of the task, if necessary solve problems

Implementation (Next steps, responsibilities, milestones etc.) [5]