



NEWSLETTER

JUNE, 2016

INESC-TEC, ERASMUS and #DisruptiveBytes

Dr. António Fernando Coelho, a senior researcher at INESC TEC, Assistant Professor at the Department of Informatics Engineering of the Faculty of Engineering and the director of the Doctoral Program in Digital Media at the University of Porto spent a week with the BEACONING team at the Disruptive Media Learning Lab (DMLL), Coventry University under the Erasmus mobility programme (27 June – 1 July 2016). During the visit, Antonio spoke about Serious Games and Certification at the DMLL's #DisruptiveBytes session. (27 June 2016). The session, hosted by BEACONING also featured Helen Routledge from Totem Learning and Samantha Clarke from Coventry University.

DELIVERABLES



Work Package 1

- T1.1 Project Handbook and Quality Plan
- T1.2 Interim Progress and Financial Reports
- T1.7 Data Management and Ethics Process Plan



Work Package 2

- T2.1 Dissemination and Communication Plan
- T2.2 Project Branding and Website



Work Package 3

- T3.1 Requirement Analysis

BEACONING represented at the SGAMES

Porto, 16-17 June 2016

The project coordinator, Dr Sylvester Arnab was a keynote speaker at SGAMES, where he talked about The Power of Play in Pervasive Learning, unpicking research, development and practice of key projects, such as the Game Changers programme and the BEACONING project.



Prof Baltasar Fernández Manjón, lead BEACONING partner from Universidad Complutense de Madrid (UCM) was also presenting at the conference, where he highlighted key research and development in the use of game learning analytics, which is associated to the H2020 RAGE and BEACONING projects.

Beaconing Play-Lesson Path Session led by Coventry University

The Beaconing Play-Lesson Path session on the 15th of June, presented the different scenarios provided by ORT, SIVCO, SEBIT and IMA. The aim of that session was to connect the different scenarios with different narratives provided by the game partners and present a story to make the play-lessons more interesting and memorable. Three teams were formed and the members of each team focused on a specific scenario, connected it to the narratives (e.g. earth special agents, my robot friend and the mysterious mentor) and provided feedback for the authoring tool of the Beaconing.



General Assembly/Plenary Meeting hosted in by **INESC TEC in Porto**

Earlier this month all partners made their way to Porto for two and a half days. The first day was the General Assembly meeting where all active Work Package Leaders gave a presentation on their current progress and also discussed the upcoming Deliverables and Milestones for the project. The following day and a half was dedicated to Work Package 3 with the aim of ensuring that all of the deliverables were on track, setting the scene for the Beaconing Meta-Game and Technical discussions for T3.5.

DAY 1

- WP1 COVUNI/BIBA - presentation on the project management.
- WP2 UCM - presentation on the dissemination and communication
- WP3 BIBA - presentation on the scope of the architectural specifications with respect to disability standards.
- WP4 ATS - presentation on the platform development and ecosystem integration.
- WP7 SEBIT - presentation on the exploitation, impact and standards
- An overview of the upcoming deliverables and milestones was then presented by COVUNI.
- T3.1 BIBA - Requirement Analysis to map these different stakeholder groups using the developed questionnaires.

DAY 2

- T3.2 BIBA - presentation on the Technology and Learning Environment Inventory
- First session: COVUNI led a session on the Beaconing Meta-Game giving a demonstration of the existing tools and the play-lesson path and scenarios. PLAYSOFT and GEOMOTION then led a session on the narratives.
- Second session was aimed at Beaconing as a meta-game and gamification. Everyone was involved in team discussions of the Meta-game Play-Lesson path, scenarios, narratives.
- The afternoon session asked teams to design mini-games and gamification as part of the resources for the play-lesson missions. SUCCUBUS, PLAYSOFT and GEOMOTION led the session as a mini-game jam, teams then presented their ideas and evaluations took place.

DAY 3

- WP3 ATS - presentation of the BEACONING Ecosystem requirements. The partners were divided into four teams: Authors, Gamers, UX Designers and Pedagogues. The main objective of the workshop was to define the key functionalities of the Beaconing Ecosystem components, regarding the needs, limitations, challenges and integration requirements.

Beaconing @ Digifest 2016

Beaconing was present at the Digifest 2016 in Birmingham, an annual event organised by Joint Information Systems Committee for stakeholders in Higher Education to meet, discuss and share best practices and innovative ideas around technology.

The Beaconing Project was there as a collection of posters which presented the aims, the technological ecosystem and the reach of our European partnership, and that attracted the interest of the diverse audience, engaging in discussions around the opportunities for integrating location based game activities in the UK curriculum.





Beaconing @ #SpinUOC



Pau Yanez, CEO of Geomotion Games, presented the BEACONING project at the #SpinUOC event organized by the Universitat Oberta de Catalunya's (UOC) as a transferable knowledge event to present the innovative solutions produced by startups in Catalonia to society and industry.

The audience comprised of professors, researchers and stakeholders of the higher education sector and public administration of Catalonia and Spain. The BEACONING project funded by the European Commission, under the Horizon 2020 program, generated much interest throughout the educational community who attended the event, especially the use of proximity technologies such as GPS or BEACONS to create learning experiences based gamification, but also the results of the pilots that will be carried out in different countries of the European continent.

BEACONING @ Eurographics 2016

BEACONING was represented at the Eurographics 2016, from the 9th to the 13th of May in Lisbon, Portugal.

This conference continues a series of conferences organized by the Eurographics Association covering the wide field of computer graphics, from applied geometry techniques of meshing and surface reconstruction to photorealistic techniques (e.g., path tracing), as well as computer animation and simulation of natural phenomena.

The BEACONING had a booth to receive researchers interested in collaboration and the conference held a special session for the presentation of EU projects. The BEACONING project was represented by the partner INESC TEC.



Barcelona Workshop

In March, project partners involved in work package 3 were invited to attend a workshop in Barcelona. The aim was to discuss how to structure the missions and activities including the technical, structural and ethical requirements that underpin them. By creating prescriptive scenarios and discussing them with actual teachers and tutors, we will try and identify their constituent patterns, to break them down and extract the bits and pieces that will inform our general scenario design and go into the authoring tool. Involving practitioners in the design of the scenarios from the start, we will be able to refine them, make them usable and useful, and keep them grounded in their actual necessities, yet always keeping the door open for flexibility and adaptability.