

NEWSLETTER

APRIL, 2018

CROSS EUROPEAN LOCATION-BASED GAME EVENT 15 EUROPEAN CITIES + SINGAPORE

FEBRUARY 10, Europe + Asia

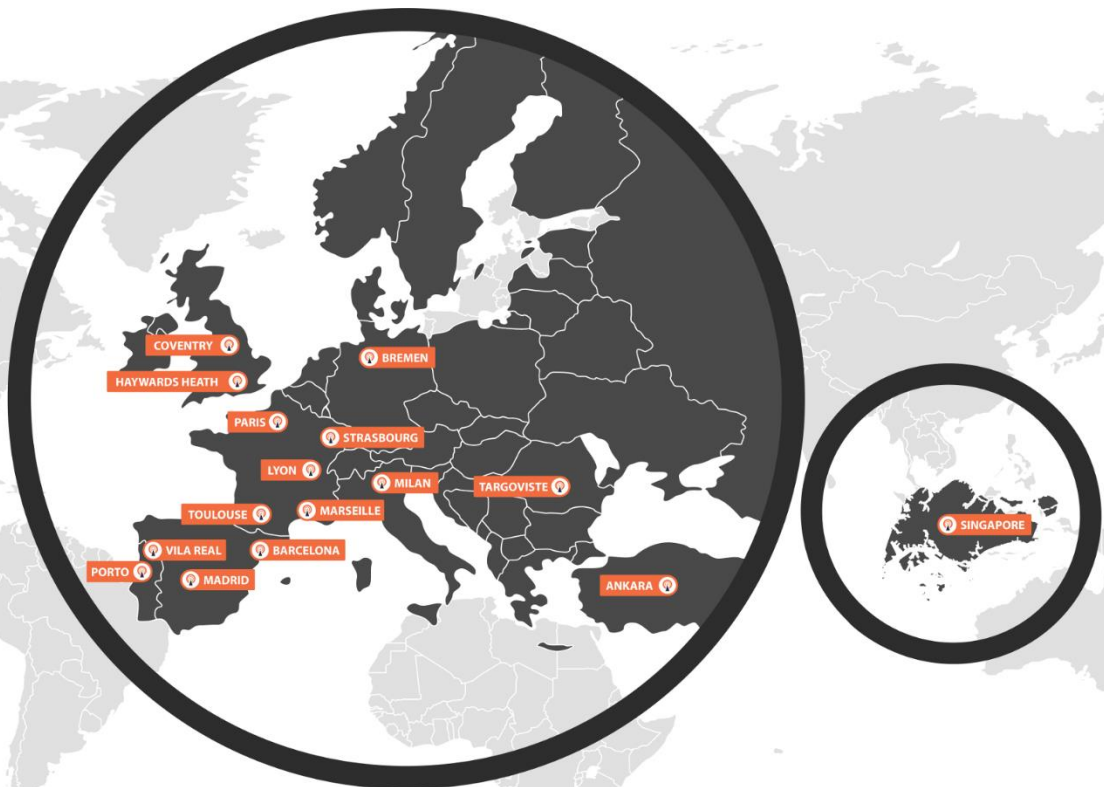
Members of the BEACONING Project, organized a signature event that lasted 2 hours and took place in 16 different cities across Europe and Asia, simultaneously. The purpose of the event was to bring together people from all over the European and Asia continents on the same day and at the same time in a fun urban gamified experience while discovering their city and learning STEM skills.

The main Objectives & Outcomes of the event were:

- Engage local stakeholders in the participation of outdoor educational activities through ICT.
- Create an educational location-based game using BEACONING technologies that can be played on the same day and same time.
- Encourage learning and discovery of the cities through games and gamification.
- Promote the BEACONING Project and context-aware technologies applied to education and STEM skills development.

The story of the event has a starting point the Earth Special Agency which discovered a mysterious tycoon called "Ulrik Morgan" runs a double-sided private corporation. Several informants from the Earth Special Agency have collected 4 parts of the map that will guide agents to the clandestine underground facilities. But they cannot be together in the city because of security reasons.

Participants had to access the treasure-hunt game through their smartphones, find the informants hidden in the city, demonstrate their knowledge on energy & environment and unlock the clues to uncover their exact locations in the city to finally find the hidden facilities, unmask the bad guy and save the environment.





Go out and play with
#BEACONINGEU in **Coventry**



Who will be the fastest to solve the
clues and find the treasure?
Get your phones and compete in the
#BEACONINGEU mobile Treasure
Hunt Game across **Haywards Heath**!



*Prizes await for the
best competitors*

HAYWARDS HEATH



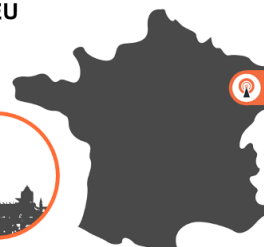
Join the **Paris's** Treasure Hunt Game with
#BEACONINGEU

PARIS



Join the **Strasbourg's** Treasure Hunt
Game with **#BEACONINGEU**

STRASBOURG



Join the **Marseille's** Treasure Hunt game with
#BEACONINGEU

MARSEILLE



Join the **Toulouse's** Treasure Hunt Game with
#BEACONINGEU

TOULOUSE



Take part in the **Lyon's** Treasure Hunt Game with
#BEACONINGEU

LYON



Have fun with **#BEACONINGEU**
Treasure Hunt Game in **Porto**

PORTO



Have fun with **#BEACONINGEU**
Treasure Hunt Game in **Vila Real**



Explore **Madrid** with **#BEACONINGEU**
Treasure Hunt Game



Join the **Barcelona's** Treasure Hunt
Game with **#BEACONINGEU**



Are you ready to discover new spots of **Milan**
and how they are linked to the environment protection?
Join the **Milan's** Treasure Hunt Game with **#BEACONINGEU**!



Take your smartphone, go out and play with
#BEACONINGEU in **Bremen**



Feeling adventurous? Join with **#BEACONINGEU** in a challenging
exploration and discover the treasures of the former capital of
Romania, **Targoviste**, the city where Vlad the Impaler ruled !



Join the **Ankara's** Treasure Hunt Game with
#BEACONINGEU



Are you ready to discover **Singapore**?
Play the Treasure Hunt Game with **#BEACONINGEU**!





TARGOVISTE CROSS EUROPE EVENT

In Targoviste, in order to complete the game, the players needed to walk through the city and answer questions related to climate change for discovering POIs. As Târgoviște is the former capital of Romania and the city where Vlad the Impaler ruled, the POIs that have been chosen for the Târgoviște game were historical landmarks such as: Chindiei tower, The alley of the 33 voivodes, Stela Monastery, Prefecture and Union Culture House.

The great majority of players stated that they found the game easy to play, to understand and that the game provided a meaningful activity to enhance educational experiences. Players needed little help in order to play the games. They enjoyed the authenticity of learning in the real world and agreed that their experience was engaging because they had the opportunity to interact with both real and virtual content by visiting real places. Regarding the context-aware challenges provided by the game, they suggested that the content should be more difficult, engaging and competitive, to motivate them to do more research.



BREMEN CROSS EUROPE EVENT

In Bremen, the hints where to go next were formulated in a way that the participants needed to think a bit which place could be meant and revealed something about the meaning or history of this places.

The quizzes were questions about environmental / pollution topics in combination with the places they were at. For example, they stood near the riverside at a ship and answered questions regarding the pollution of the ship.

As a feedback, a group of participants heard about the treasure hunt in the radio the day before. Spontaneously they decided at the breakfast table to participate. They enjoyed the game a lot and thought it was too short. "We are now playing almost an hour and the game is almost finished already. I thought the game would be about 2 hours." They stated that they would have enjoyed a few more stations. The minigames (quizzes in this case) were fun for them and they were surprised how many facts they did not know.



BARCELONA CROSS EUROPE EVENT



COVENTRY CROSS EUROPE EVENT

The Coventry instance of the Treasure Hunt game followed precisely the same template and steps, but was designed to be open for the public, for an 1-week long event. This was to maximize the amount of feedback and data, although reliance on the general public instead than on recruited students rendered the population harder to track, and the data gathered was more complex to contextualize and interpret.

At the library, the first 25 participants to complete the Treasure Hunt received prizes in the form of BEACONING branded USB chargers. In the integrated feedback form, all of the respondents considered the game narrative interesting or compelling, and a large majority of them confirms that they would consider the integration of location based games in formal learning environments to be very valuable.

CHECK OUT ANKARA'S CROSS EUROPE EVENT VIDEO AND PHOTOS

The event aimed to introduce the main concepts behind the periodic table to 7th graders.



PLAY THE VIDEO

Gamification and Geolocation at YOMO - MWC 2018

FEBRUARY 27th, Barcelona, Spain

Geomotion Games organized an indoor geolocalized adventure to dynamize and gamify the exploration of the different stands of the YOMO exhibition (MWC 2018) in collaboration with the Comissionat d'Innovació i Tecnologia de l'Ajuntament de Barcelona. More than 170 young people attending the YOMO have participated in the activity and the adventure has been completed by 70%. With help from the "treasure hunt" adventure game created thanks to the technology of the BEACONING project (H2020), the young people who attended the congress had the opportunity to discover the workshops offered by organizations such as ICFO, Fundació Pere Tarrés, ELISAVA and COLECTIC. In these workshops, interest in STEAM and STEM topics is encouraged.



Aventura interactiva STEAM
Punt Final:



Beaconing discussed in an International Gamification Talk Radio

JANUARY 20

Gamification Talk Radio is hosted by Sententia Games (SententiaGames.com) based in Texas, USA:

"Gamification Talk Radio: Hosted by Sententia International Gamification Gurus, Speakers, Designers, Educators, and Authors. Learn how to Level Up! your corporate learning and development programs, employee onboarding, client engagement, or classroom with this cutting-edge strategy to motivate and engage employees, customers, and students. Our platinum level guests include, gamification gurus, platform providers, and end users who will give you tips, tools, and techniques to add immediately to your leadership and engagement toolbox. Put Gamification to work for you! (www.SententiaGames.com)"

The project Coordinator was interviewed, where the topic is as described on the official website:

Gamification as a tool for designing engaging experiences should not be restricted by technology. There is a need for physical and digital experiences to be merged AND playful and gameful inspirations should be at the heart of such a design process.

Today we'll explore Sylvester's

- Insights into existing work in exploring a more hybrid and playful learning experience, such as the EU Funded Beaconing project (<http://beaconing.eu>)
- His Views on hybrid learning in comparisons to blended learning
- And his findings from the GameChangers project (<http://gamify.org.uk>)

PLAY THE PODCAST

DELIVERABLES

CHECK BEACONING PUBLIC DELIVERABLES



Work Package 3

D3.3 Learning environment spec
D3.5 System architecture



Work Package 4

D4.1 Integrated Ecosystem
D4.3 Game bundle
D4.4 Prototype of authoring and PCG



Work Package 5

D5.2 Integrated platform test analysis
D5.3 Deployment and pilot guidelines