

NEWSLETTER

JUNE, 2018

BEACONING AT BORNEO CreativeCulture PROJECT

JUNE 18, Malaysia

Some of the COVUNI team headed to Malaysia for the CreativeCulture project to work with the teachers based in the rural schools in the remote part of Malaysia.

During our visit we worked with the teachers to go through the design thinking process and the teachers co-created game based learning activities which were then tested with the pupils. Both the teachers and pupils demonstrated a high level of engagement throughout our time with them and the students were captivated by the interactive nature of the activities created by the teachers. The Malaysian teachers, pupils and community embraced the opportunity and would benefit from further engagement.

Therefore, Coventry aims to use the teachers and pupils in Malaysia as stakeholders for the BEACONING project with the teachers involved in the lesson design and using the geo-location with the beacons.

[PLAY THE VIDEO](#)

Tribuna Complutense Interview

JUNE 14, Madrid, Spain

UCM represented by Baltasar Fernández Manjón was interviewed by **Tribuna Complutense**, the online journal of the Complutense University of Madrid. Each new issue is sent by email to all students, academic and administrative staff of the University. In the latest issue (14th June 2018), Baltasar Fernández is interviewed regarding his role as director of the **Teléfonica-Complutense Chair on Digital Education and Serious Games**. In the interview, several issues are discussed such as gamification, the usefulness of educational games for young people and other segments of the population or digital education. He also talks about his **e-learning research group e-UCM**, the H2020 European projects in which they collaborate **RAGE** and **BEACONING**, the experiences of the group in hospitals and other media institutions, or the serious game *Conectado*.

Radio Presentation in Onda Madrid

JUNE 13, Madrid, Spain

Baltasar Fernández Manjón from UCM participated in the morning show "Buenos Días Madrid" on the **radio station OndaMadrid** to talk about **serious games, learning analytics, digital education and the eMadrid network**. During his talk, he discussed how learning analytics support teachers in maintaining control during class and also presented the serious game *Conectado* to increase empathy with the victims of bullying and cyberbullying. With the collaboration of Carlos Delgado Kloss, from the Universidad Carlos III of Madrid, they also presented the upcoming VII journey of eMadrid about cyberlearning that will take place in July.

[PLAY THE PODCAST](#)

Teachers hunting for a treasure in Milan with Beaconing

MAY 14, Milan, Italy

A Beaconing Treasure Hunt was organized in Milano during the workshop “Applications game mechanisms (gamification) in the educational process and the interaction with the student” organized in Italy by imaginary for 10 Greek school teachers within their Erasmus+ Programme study visit.

The 3 days programme included Technical Teacher Training on gamification with special focus on the BEACONING approach and solution, and a final treasure hunt around Milan. Sound methodology, useful innovation and great fun were the key to success!



BEACONING at NAIDEX 2018

MAY 03, Birmingham, UK

HFC had the pleasure to attend Naidex 2018, the disability event of the year at the NEC, Birmingham. Keynote speakers on assistive technology, disability and inclusion within work and school sectors, along with the most innovative products for those with physical, visual and learning impairments.

Naidex provided a platform to discuss Beaconing with a range of disability providers in a range of sectors and compare our assistive technology innovation with the most cutting-edge development in the market.



BEACONING at eLSE Conference 2018

APRIL 19-20, Bucharest, Romania

In April 19th – 20th 2018 has been taken place the 14th edition of the **eLSE Conference – “eLearning and Software for Education”**, in Bucharest. The Beaconing project results achieved so far were presented by **ATS** within the paper **“LOCATION-BASED METAGAMES FOR LEARNING”**. The main objective of the paper was to present the Beaconing Platform game authoring pipeline, that enables the construction of location-based metagames by non-programmers. The authors of the paper tried to describe the construction and implementation of two such metagames for two different cities – **Targoviste, Romania** and **Coventry, UK**. The location of the device is used to enhance the user experience and to customize the content that is made available to the learners. The metagames integrate quizzes into location-based challenges to create more flexible and more engaging learning experiences that blend virtual and real worlds. In these metagames, participants have to find a real world Point of Interest (POI), defined through GPS coordinates, or a series of them, through indirect clues and complete an activity (e.g. Minigame) there to further the narrative (or unlock the next clue/POI).



SHIELD QUEST - a location based component pilot at Coventry

APRIL 13, Coventry, UK

In April 2018 a small pilot took place in Coventry and used Beaconing for the creation and testing of a location-based game. All the information is in the website below, the participants were students with learning disabilities from a local school, the Riverbank Academy.

The decision to use beaconing.eu as the gaming platform for Shield Quest was shaped by 3 factors:

1. **Technical support.** Following advice from the beaconing.eu team members as well as guidance from Prof Sylvester Arnab we decided to use the beaconing platform. As a non-technical group but conscious that digital mediums are a way of connecting with our target groups we were keen to engage with new ways of teaching and learning for our students. However, having access to this level of technical support was critical to our selection of the platform.
2. **The wider application of beaconing** as part of its EU project status. When we reviewed the wider applications and development of beaconing.eu in the EU funded project within which Coventry University is taking a lead role, it seemed sensible to capitalise on the opportunity to contribute to a wider agenda than a single gaming project because the both our team, the students and other practitioners would benefit from the research which is shaping the interface between gaming and learning.
3. **The blended learning approach.** The beaconing.eu support documentation highlighted how we would be able to blend Learning and Gaming. We followed the gaming/learning guidelines and for each rule we applied this to the development of the Riverbank Shield Quest.