

NEWSLETTER

SEPTEMBER, 2018

UPCOMING EVENT!

Creative Play for Learning

OCTOBER 08, Coventry, United Kingdom

The event will touch on creativity and co-creativity through the medium of play and games and the design process of such activities. Game and play design should tap into our own experiences to enable a more holistic approach for designing new learning activities and learners can have a deeper and a more collaborative learning experience through the process of creating and co-creating. Case studies will include the management of the co-creative process and evaluation at the Université Côte d'Azur (keynote from Professor Margarida Romero) and the engagement with teachers and learners at rural schools in Malaysia via the Newton-Funded **CreativeCulture** project (<http://myCapsule.my>). The event will also have optional hands-on workshops on playful activities

This event is co-hosted by the **CreativeCulture** project, which is a spin-off initiative from the GameChangers programme (<http://gamify.org.uk>).

What are the benefits?

Discussions into the practice, research and development of creativity and co-creativity through play and games, which will include practical insights into the different initiatives that are adaptable and adoptable.

Topics covered

- Game-based learning
- Game design thinking
- Creativity and co-creativity
- Engagement with rural communities

BEACONING IN EDINBURGH

Public demonstration of BEACONING for VET

SEPTEMBER 12, Edinburgh, United Kingdom

Scott McGibbon and Sam Harper from Heriot Watt University have been demonstrating the various BEACONING VET games to the general public, as well as industry leaders and Members of Scottish Parliament in Edinburgh over the past month. The first event was tied in to the Edinburgh Fringe Festival in conjunction with Historic Environment Scotland (HES), and involved a demonstration of the PC-based and HoloLens VET games alongside a presentation about the digitisation of vocational learning and the aspects in which the sector needs to embrace new technologies. This event was attended by senior members of HES as well as walk-in members of the public, leading to a full room!

The second event was part of a traditional building skills event at the Scottish Parliament. Again, this involved demonstrations of PC-based and HoloLens VET games. Participants involved included Shadow Cabinet Finance Spokesman Murdo Fraser MSP, who was very keen to try out the new emerging technologies on display!



BEACONING @ Targoviste City Days

SEPTEMBER 06 - 08, Targoviste, Romania

On September 6th, **ATS** has presented the **Beaconing** platform tools at the Targoviste City Days. An interactive gamified lesson has been created to provide players the opportunity to discover the City of Targoviste in a different way. Building upon the spirit of this medieval city, the content of the gamified lesson focused on the history, the architecture and local personalities. The story presented in the gamified lesson started from a very well know archaeologist and his disciple, who accidentally opened a mysterious portal. After that, the time stopped and the player, in the role of the disciple, was asked to follow a path by reading some clues, in order to close the portal and to restart the time once again. In each Point of Interest (location), the game provided useful information that the player could use and the end, in the **"Test your knowledge"** part of the game, created using the **Beaconing mini games**. The event enabled the testing of the solution on different devices, providing valuable insights for the development team.



Beaconing Presentations at ASME 2018 IDETC/CIE

AUGUST 26 - 29, Quebec, Canada

Sam Harper (HWU), Theo Lim (HWU) and Jannicke Baalsrud Hauge (BIBA) presented different Beaconing project results at ASME 2018 IDETC/CIE in Quebec, Canada on August, 26-29. Theo Lim and Jannicke Baalsrud Hauge participated in the panel discussion on advancements and enhanced integration of digital technology systems, VR applications, CPS-Systems and tools for design engineering and presented there their recent findings out of the Beaconing project in this field.

Sam Harper went more into detail and presented HWUs VET game (paper DETC2018-8532) in his presentation "Control-Display Affordance in simulation Based Education). The work has been carried out in collaboration with Sams research group at HWU and is the start of his PhD research.

In addition, the Beaconing project was also presented with videos as a new idea for ASME this year, Robert Wendrich, the current chair of the ASME CIE VES group had organized continuously running video presentation of relevant VES research in the coffee break area. This gave us the opportunity to explain Beaconing to a wider audience than those participating in the VES session

Beaconing GLP on Logistics as a part of the LogDynamics Summer School

JULY 16 - 20, Bremen, Germany

The LogDynamics Summer School (<http://www.summerschool.logdynamics.de/>) is organized by the University of Bremen as a regularly activity and invites young researchers with interdisciplinary research background. The main organizers of this year are Prof. Pannek, Prof. Becker und Prof. Buer and takes place from July, 16 till July, 20.

The first day of this year's program was dedicated to games for production and logistics. The program for the day was provided by large part of the BIBAgamingLab's (<https://www.biba-gaminglab.com/en/home/>) team (Aaron Heuermann, Anna Barenbrock, Jakob Baalsrud Hauge, Zoe Lee, Sarmad Wahab and Jannicke Baalsrud Hauge). The program comprised both trying out four different games as well as refining games using ATMSG.

In this connection the students also tried out a new designed Beaconing GPL on Logistics, designed by Anna Barenbrock. After playing the game, we discussed the GPL and it structures and then the students worked on new ideas for improving the learning experience. This outcome will be further analysed and implemented by the BIBA team in the upcoming months. Regarding the learning outcome, the students reported that they could enlarge their knowledge on new technologies used for supporting logistics processes, which was one of the intended learning goals.

BEACONING at Ankara Mars Camp summer school

JULY 13, Ankara, Turkey

BEACONING location-based games have a mini challenge triggered at each point-of-interest. These challenges may involve some factual knowledge or broad understanding of topics that relate to the game context. Essentially they are not about acquiring knowledge, but rather practicing core skills such as "information fluency, problem solving and communication." That said, location-based games can serve as "punctuation," between the terms of an educational program. Such punctuation activities aim at wrapping up the key experiences during the term and prep the students for the next term. This is achieved by careful crafting of the mini-game challenges and the plot of the location-based game.



An example of game-based learning as punctuation took place between the 2-week terms of Ankara Mars Camp summer school. After each term, participating students concluded the term with a BEACONING game. The mandate of this summer school is to cover a set of STEM activities while seeking solutions to big problems that a Mars mission would face, such as logistics, food&water supplies, energy etc. Notice that the planet we inhabit right now is not free from these problems either! Potential solutions would easily apply to current needs on this planet.

The Mars Camp BEACONING game had a plot that was built on a water crisis in Mars, due to a meteor strike on the water reservoir. The gamers had to apply the knowledge they acquired about the atmospheric, geological and physical conditions in Mars and various learning experiences they had during the 2 weeks camp term, in order to solve the crisis. As an "end-game" to a playful summer camp, BEACONING location-based game was a great exclamation!



BEACONING at @Futur E.S Learning Experience

JUNE 21 - 23, Paris, France

Futur E.S is the biggest innovation and digital European festival, organised by EBN Member Cap Digital, the largest cluster in Europe with more than 1,000 members. It showcases the latest French and international cutting-edge technologies to 22.000 professionals and the general public through a cycle of conferences, new collaborative formats, and unusual artistic experiments. During the last Futur E.S Festival, ORT organised a conference in collaboration with EdFab targetting young in the educational domain. A geolocalised quest was prepared to be played around the venue of the Halles de la Villette in Paris, France. Attendees were explained the benefits of playing and learning thru a gamified quest on worldwide environmental issues.

PLAY THE VIDEO

Check out the key components of the BEACONING Project

Authoring tool

The authoring tool allows teachers, acting as learning designers, to create and gamify the lesson paths. These lesson paths can be customized to specific user needs.

Game plot

Game plots consist of the "game narratives" that promote progression on the gamified lesson path.

Gamified Lesson path

A Gamified Lesson Path couples a lesson path to game plots and challenges based on the gaming component, learning activities and analytics to support assessment and adaptivity.

Learning Analytics Model (LAM)

The LAM is a specification of the data to be collected for a particular game (e.g. mini-game, geolocated game, etc.) and how it should be processed, reported and interpreted. Several steps should be carried out to completely define a LAM: learning goals definition, game goals definition, traces to be sent, analysis model, visualizations and, if needed, personalized alerts and warnings.

Procedural Content Generation (PCG)

The PCG generates the scenarios for each of the students involved in a gamified lesson path according to the teachers's configuration and students' profile and context.

Are you interested in using the BEACONING PLATFORM?

Access www.beaconing.eu/contact to find out more information about how to create a teacher account and test the solution.