

# NEWSLETTER

## DECEMBER 2018 HIGHLIGHTS

**CELEBRATING 3 YEARS OF**

# beaconing

BREAKING EDUCATIONAL BARRIERS WITH CONTEXTUALISED PERSVASIVE AND GAMEFUL LEARNING



**Digital Education  
Stakeholder  
Meeting**

**Luxembourg**  
*December 10<sup>th</sup> - 11<sup>th</sup>*

**ICT 2018  
Exhibition**

**Vienna, Austria**  
*December 4<sup>th</sup> - 6<sup>th</sup>*

**European  
Parliament  
Exhibition**

**Brussels, Belgium**  
*November 19<sup>th</sup> - 22<sup>th</sup>*






## BEACONING Artwork Takes Off

Coventry University, United Kingdom

Coventry University have been developing new artwork and narratives for the 'meta-game' plots of the BEACONING platform. Our intention was to create examples of three structured narrative formats, as a complement to the meta-game narratives already available for Teacher Authoring of Gamified Lesson Plans (GLP). Coventry University will conduct research around the use of these structures within the BEACONING platform.

Over the past six months, two talented Student Activators from the University's Illustration programmes have been working with the Disruptive Media Learning Lab team at Coventry University to devise, select and develop characters to be the protagonists of these structured narratives. Two principal characters, Professor Tibia and Professor Rob, have been created by Student Activators Rachael Till and Vytautas Vasiliuskus. The meta-game narratives have been built by Coventry University Research Associate Dr Jackie Calderwood, with guidance from BEACONING partners at Succubus and Playsoft for scripting into the level and scenario editors. Teachers can select from the different narratives available and build a series of GLP encounters for their students that draw on the stories emerging:

-  The four Basic Narratives each contain a guiding character who introduces each mini-game, acts as a coach encouraging the learner and giving different responses for pass or fail of each game. These are currently available guided by each of the Professor Tibia and Professor Rob characters in English, French and Turkish, as a first play experience and a 'Step 2' for returning players.
-  Two Linear Narratives each feature a story about the origin of one of these curious characters, with challenge points for the player, at which mini-games are encountered. These are currently available in English, with multi-lingual versions in development.
-  We are currently developing an adventurous Interactive Narrative featuring a branching narrative whereby students encounter different parts of the narrative depending on the branch chosen.

As the narratives progress, these guiding characters break out of the conventional classroom and lab environments, in adventures that see them travelling through space.

The Professor Tibia and Professor Rob characters have captured the imagination and already travelled to several BEACONING events across Europe, appearing on posters, leaflets and business cards, designed by DMLL Researcher Mark Lewis for BEACONING.



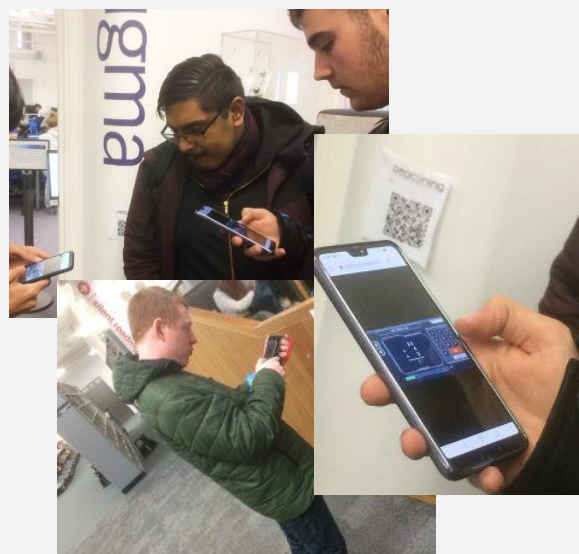
## Location Based Learning proves popular with Information Systems Undergraduates

Coventry University, United Kingdom

This autumn BEACONING project researchers from Coventry University have been working with college staff and students from CU Coventry on a small pilot testing out various aspects of the platform with third year undergraduate students who are taking the Information Systems (Advanced) module.

Over the six-week module, students experienced three different styles of BEACONING meta-narrative and a range of educational mini-game formats, played at workstations during course sessions. For the final week, in preparation for an end-of-module assessment, students were invited to try out a Location Based Game using QR codes and their own smartphones. The game was designed to introduce them to different student facilities within the main Coventry University Library whilst also challenging them to recall prior learning with a series of located mini-games, quizzes etcetera taken from the previous weeks' Gamified Lesson Plans.

In a focus group at the end of this small pilot, students expressed enthusiasm at the added dimension of the Location Based Game: 'going out to hunt' for learning experiences 'helps to refresh the memory' (rather than the more traditional static hunting for information with online search engines) 'it's not the reward you get out of it, it's the journey' – in this case a collaborative journey as small teams working together with an edge of competition to be first to reach each new point.



## BEACONING presented at the Digital Education Stakeholder Meeting

DECEMBER 10<sup>th</sup> - 11<sup>th</sup> Luxembourg

The Beaconing team has presented the achievements and the customizable gamified learning experiences of the project during the Digital Education Stakeholder Meeting in Luxemburg. The goal of the set of tools developed and integrated into the BEACONING Ecosystem is to support the learning authoring process, making it accessible for non-programmers (teachers & students), and to enable personalized playful pervasive learning while blending informal ways of learning into the curricula. The main features of Accesabar, a core BEACONING component that facilitates access to education for students with learning disabilities, has also been discussed. Besides the presentation of the outcomes of the Beaconing project, the team had the opportunity to share insights on the challenges that have been identified during the project implementation, stressing on the limited interoperability of existing technologies and tools that are candidates for ecosystem integration, as well as on the lack of contextual knowledge that might hinder large-scale adoption of technology by non-programmers.





## BEACONING at ICT 2018 Exhibition

DECEMBER 04<sup>th</sup> – 06<sup>th</sup>, Vienna, Austria

On December 04<sup>th</sup>-06<sup>th</sup> 2018, the BEACONING project was presented by a team from Coventry University, BIBA, ATS and Geomotion, within the ICT-2018 Exhibition, which took place in Vienna. The general exhibition was guided this year by three themes: “Inspiring a Digital Society”, “Creating Networks & Technology” and “Transforming Industry & Economy”.

The event included a major exhibition of EU-funded research and innovation projects from current and previous Framework Programmes showcasing the best accomplishments and pioneering results. The ICT-2018 Exhibition was organised by the Directorate-General for Communications Networks, Content and Technology (DG CONNECT) and presented the initiatives which support the Digital Single Market.

Having as main objectives the presentation, the promotion, receiving feedback and investigate possible collaborations for our project, the team also encouraged the participants to take part in a Beaconing challenge, to discover and to explore gamified learning experiences, using the tools created within the project, being offered at the end of the challenge a prize for the winner.

PLAY THE VIDEO



**THE WINNER OF THE  
BEACONING CHALLENGE**



## Grand Competition at the 3iCampus @ BEACONING

NOVEMBER 21<sup>st</sup> – 26<sup>th</sup>, Paris, France

Grand Competition at the 3iCampus BEACONING launched by ORT Innovation FRANCE for the Centers and for more than 600 students and teachers during the Educatec and Startup For Kids Trade Shows organized from 21<sup>st</sup> to 26<sup>th</sup> November 2018 in Paris!

During the event Start'up For Kids Workshops and Educatec in Paris, the BEACONING platform were used by more than 600 students. The event had as a main subject the Gamification and geolocation at the service of education. The workshop which took place within the event, "The Backstage of the Video Games: you will be successively in the shoes of a PLAYER and in the role of CREATOR of BEACONING! ", was a great opportunity to show how you can make learning in school more fun, more attractive to take into account the skills of the 21<sup>st</sup> century, ie the 4C. Thus, beyond the school knowledge, the participants had the possibility to exercise their critical sense and were encouraged to COLLABORATE, COMMUNICATE in TEAM, guided by their CREATIVITY.

### What are the advantages of using the BEACONING platform?

- Unique Learning
- Game-based Learning: The Millionaire Wheel, Quizzes, NINJA Planet ...
- ESCAPE GAME
- A red thread throughout the year
- Strategy, Problem Solving
- Importance of STEM Basics
- Outdoor Group Cohesion Games
- With geolocation technologies
- Learning promoting social cohesion



## Beaconing exhibited at European Parliament

NOVEMBER 19<sup>th</sup> – 22<sup>th</sup>, Brussels, Belgium

BEACONING was one of sixteen projects showcased by invitation at the European Parliament this week for the Exhibition on Technology and Innovation for Social Good hosted by Eva Kaili S&D MEP.

Over four days we had many interested visitors, excellent networking with other projects, and visits from Parliamentarians and Commissioners including information for future funding calls and opportunity for future collaborations.

On Tuesday evening the Official Opening of the Exhibition was attended by 40 Greek Members of Parliament and Investors interested in taking forwards aspects of the projects. Guests were addressed by Eva Kaili S&D MEP, Gudrun Stock Deputy Head of Unit of European Commission, Dr Christian Ehler German Politician & MEP since 2004 and Paul Rubig Austrian Politician & MEP since 1996 and MEP of the Year in both 2008 and 2013 for Outstanding Contributions in Research and Innovation. Representatives then gave a short introduction to each of the projects exhibited. Professor Jannicke Baalsrud Hauge of BIBA spoke about the BEACONING project and gave a brief synopsis of the platform and project objectives.

At the BEACONING stand visitors spoke with representatives from Coventry University, ORT and BIBA, and had the opportunity to explore examples of Gamified Lesson Plans created by Anne-Elisabeth Lenel of ORT for the current pilots in France on iPad and through the website, an Android QR code-triggered demonstration Location Based Game customised to the exhibition venue by Dr Jackie Calderwood of Coventry University, watch a BEACONING YouTube playlist curated by Senior Project Manager for Applied Innovation Jayne Beaufoy of Coventry University, and have demonstrations of the BEACONING platform Teacher Authoring, Student Interface and Analytics environments.





## BEACONING at 9th Educational Administration Forum

NOVEMBER 01<sup>st</sup> – 04<sup>th</sup>, Antalya, Turkey

On November 1<sup>st</sup>, Beaconing project was presented in the 9<sup>th</sup> Educational Administration Forum, which took place in Antalya, Turkey. The participants had a chance to design gamified lessons and then play them. The main objective of the presentation was the importance of using game-based learning for adults; in particular, new teachers who are trying to adapt to a new school. The team represented by SEBIT, stated that BEACONING location-based gaming can engage these new recruits to get familiar with the school campus, and facilities that they may use in their respective courses. The team presented to the participants real results obtained from the pilot schools from Ankara/Turkey. They stated that after using BEACONING with their students, the school management also decided to run a BEACONING location-based game for the starting week of the school year. The team presented also the advantages of using the BEACONING platform, that not only helps the orientation of new teachers, but also makes them familiar with BEACONING so that they can use it in their classes with students.



## BEACONING presented at CNIV/ICVL

OCTOBER 26<sup>th</sup> – 27<sup>th</sup>, Alba Iulia, Romania

At this year's edition of National and International Conference on Virtual Learning, held in the historical city of Alba Iulia, SIVECO Romania presented Beaconing, the eLearning platform that creates new models and practices of teaching and learning.

BEACONING project, was brought into the attention of teachers, students, institutions and companies involved in Romanian and international education.

During the event, the SIVECO team showed how is a lesson created by using an Authoring Tool and will also go through the lesson using the student's interface, in order to demonstrate how easily the learning process turns into a pleasant, interesting and useful activity. The secret lies in using "context-aware" systems (that adjust to the context in which they are used) and gamification. These methods make Problem-Based Learning possible.

The National Virtual Learning Conferences (CNIV) started in 2003, and, since 2006, they have been held together with their international replica, International Virtual Learning Conferences (ICVL). They are being organized by the University of Bucharest, in partnership with a different Romanian university each year. The CNIV / ICVL phenomenon brings into focus the Romanian and international education projects and scientific researches inspired by the educational trends in the field of eLearning. It is the Romanian academic event that offers all actors involved in education the opportunity to exchange experience, opportunities for future joint projects, being a real and inspiring community of virtual learning practice.



## Beaconing and PlayVisit for Smart Cities, Tourism, Heritage and Culture

OCTOBER 25<sup>th</sup>, Tarragona, Spain

PlayVisit, an spinoff from the BEACONING Project allows users to get excited visiting cultural places by interacting with adventures in which the discovery of the real world through the challenge guides a memorable experience to learn about and learn about history, culture and heritage.

PlayVisit has been presented in Tarragona at the 1<sup>st</sup> Smart City Heritage EU Congress as a leading tool for the promotion and dissemination of culture, cultural tourism and heritage through gamification and geolocation and Big Data technologies. Our co-founder Pau Yanez participated on October 25<sup>th</sup> in this congress full of interesting content related to Smart Cities and on how information and communication technologies can help the promotion of historical heritage to bring it closer to all citizens.

The morning program of the 1st Smart City Heritage EU Congress was intense and full of interesting talks by technological players such as CISCO and responsible for public administrations (Valencia, Córdoba, Cuenca, Cáceres, ...) explaining and showing their projects and initiatives to promote culture, cultural tourism and heritage through the application of technologies of the Smart Cities: connectivity, sensors (GPS, Beacons), Big Data, geolocation, etc.

At a round table shared with Óscar García Pañella (Partner and consultant at CookieBox) and Víctor de Vega (Co-founder at Imageen), Pau Yànez presented the scientific origins on which PayVisit is based: The BEACONING Project (H2020 EC Funded project) and the options that PlayVisit offers for the tour operators and public administrations of the cultural sector to create gamified interactive routes in a simple and scalable way.

The presentation was a success and aroused much interest among those attending the day. They see great value in the possibility of PlayVisit as a tool for easy creation of memorable experiences of visiting cultural attractions, publication on mobile devices without the need to download apps and analysis of interaction data of final users to improve and optimize experiences.

## Creative Play for Learning

OCTOBER 10<sup>th</sup>, Coventry, United Kingdom

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

The main subjects of the event were the 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 for our learners. And learners can have a deeper and a more collaborative learning experience through the process of creating and co-creating. Case studies discussed within the event had included 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 had also the optional hands-on workshops on playful activities

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.

**Are you interested in using  
the BEACONING PLATFORM?**

Access [www.beaconing.eu/contact](http://www.beaconing.eu/contact) to find out more information about how to create a teacher account and test the solution.



# BEST OF 2018

## 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.



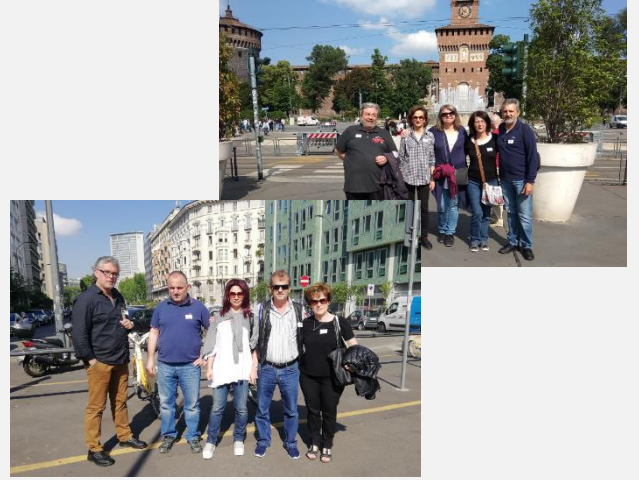


## Teachers hunting for a treasure in Milan with Beaconing

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 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!

