

**Safety and Health for New Workers – SHNW
Leonardo da Vinci – Transfer of Innovation Project
Coordination meeting**

Madrid, 16 June 2011

Minutes

The following document collects the suggestions and requests received from the different partners until 16/06/2010, regarding the finalisation of the final prototype for the SHNW Project.

On that date, a meeting was held in Madrid between the Promoter, UPTACYL, the Coordinator, CIFESAL, and the main developer partner, ITURBROK, to decide on the final changes to be produced in the prototype of the educational game, deliverable 7 of the SHNW project, and to establish a calendar for the final actions to be taken in the project SHNW to produce the finalised version of the game based on the feedback of the focus groups organised in the different countries during the last couple of months.

This document has also the purpose therefore to compile and aggregate the recommendations of the different focus groups.

Calendar

In order to finalise the tasks until the end of the project, the following calendar is proposed to the partners.

1. By 25th June, the final version of the game will be finished in the English version based on the prototype uploaded for testing by the partners on 15th May and taking into account all the comments from the partners.
2. Improvements and changes included are listed below and will be compiled in a report by the Coordinator, according to the Roadmap of the project.
3. The finished version will be uploaded the week starting 28th June for direct testing by end users directly on the web. The testing by and dissemination to end users in the different partner countries will be extended until mid-September as agreed in the last partners' meeting in Greece to maximise the impact..
4. The multilingual final version of the game will be finished on 30th August, as contractually established. No major changes will be produced with regard to the version to be finished on 25th June. Only those related to eventual bugs detected and reported by the developers and the users until end of July, or minor aesthetic changes (characters, scenes, ...).
5. The manual of the game will be started as soon as the final version in English is produced. It will be part of the final product to be delivered on 30th August. A preliminary version would be advisable in July.

List of Improvements for the final version (as suggested by the partners through the National focus groups)

The final version will incorporate 8 scenes, structured in 3 scenarios. Each scene will include 3 parts: decision on the safety of a work situation, appraisal of risks for a situation and selection of adequate equipment to endeavour a work.

The game fulfils the specification to be designed as a tool for one hour training session. It fulfils as well following two approaches (actually three, both on the subject and the game structure). The three approaches are integrated in one single game.

All the suggestions received until 16th June has been analysed. They have come from 5 partners (including one received on the 17th). In most of the cases, the suggestions were similar, whether for disfunctions of the game, or some unfinished parts. The following are the improvements deem necessary to finish the game on time. Further improvements (no major ones though) will be possible until the 30th August, in particular the adaptation to the different languages.

Improvements

1. The entry to the game will allow registering or playing without registering. Registering allows playing the full version. Non- registering allow-playing only one scenario. The data of registration will be name and email only. Terms of data protection will be included to comply with privacy rules.
2. The entry to the scenarios will be graphic, and will be not coupled in the same frame to other menu items: “home” and “language”.
3. Graphic and text elements on-screen will be better integrated on-screen. The textual parts will include borders, colour patterns or similar elements.
4. Explanation of the results will be improved to optimise the pedagogic part of the game, in particular:
 - a) For the decision making scenes, after the choice the info part will enhance the topic related with the decision to be made.
 - b) For the grid, all the right answers (cells) will be kept coloured for a short while for the gamer to be aware of all the options (only when a correct answer is given).
5. Additional explanations will be given to all the scenes, to contextualise the actions of the gamer. Short introductions to the actions the character will take will be included.
6. The grid for the risk assessment will be further improved. In particular:
 - a) Further valid options will be enabled having three categories: high- risk, risk, no risk. A detection of “high-risks” and “risks” gives more option to the gamer to succeed without being blocked. The two categories of risks will only affect the final score. This solves the fact that some scenes are pictured in a simplified way and may lead to different risk interpretations.

- b) The drawings of the parts of the body will be improved (lungs to be replaced with a nose, skin to be pictured with another approach), text will be placed underneath each part to avoid misunderstandings.
 - c) Each category in the grid will be also differentiated with colours, in order to allow the user confront the choice more visually.
7. The choice of equipment will be reviewed. In particular:
- a) It will be restricted to three choices only, and the gamer will be allowed to drag and drop and to drop the piece of equipment back. We have taken note of the bugs related to the functionality.
 - b) The scenes will be also introduced with some brief text to contextualise.
 - c) If the scene allows interpreting other risks than those major ones, a similar approach to the one in the grid will be taken, i.e. the system does not block but allows follow on with a lower score.
 - d) If possible the screen will be maintained for a few seconds with the right answers enabled for pedagogic purposes.
8. Exit screens.
- The game will allow exiting at any time, to prevent discouraging the gamer. There will be three global exit screens: (i) more than 75% of the possible score; (ii) more than 50% and less than 75% of possible score and (iii) less than 50% of the possible score.
Possible score means here the maximum score up to the scene the gamer has played.
- In addition, there will be 8 exit screens for the 8 scenes. They will collect the score of the scene and the total score cumulated for each scenario. When the gamers play more than one scenario, the accumulation of points will be displayed in the global exit screen only.
- Exit screens of each scene means exit to the next scene. Exit the game means exit the game, i.e each time the gamer finishes a scene (decision taken + risk assessed + equipment selected) he will have feedback from the game.
9. The text of the info screens has been further proof-read. Some precisions will be added. The same goes for the messages and other screens of the game.
10. The scoring system will be further recalculated and programmed accordingly.
11. The developer will try to apply a system which put the focus exclusively on the game. Should this turns to be too complicated at the time being, it will be implemented in the final version at the end of August.