

LLP LEONARDO DA VINCI – DOI
IN TOUCH PROJECT
2010 – 2012



INTOUCH

Labour Market in Touch
New non-routine skills via mobile game-based learning

Project Code: 509893-LLP-1-2010-1-SE-LEONARDO-LMP

WP3: SETP UP FILE GAMETYPE “QUIZZ”

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THE PROJEKT LABOUR MARKET IN TOUCH

INTOUCH aims to calibrate an innovative approach enabling new generations of workers to develop their crucial non routine skills – in a labour market oriented way, in a flexible way, and in a technological innovative way – according to the new exigencies of the labour market.

Following the "New Skills for New Jobs" strategy, the partners will design an ad hoc innovative m-learning kit for working adults about crucial “non-routine” skills, exploiting the new technologies of smart-phones for creating open and mobile didactical environments. INTOUCH will bring mobile learning into SMEs everyday learning settings and improve interaction and collaboration, providing SMEs employees with key skills they need to answer to labour market requests and to deal with the transformations taking place in the economy.

In 2020, almost three quarters of all jobs will be in services, especially in usiness services. In this sector there will be a growing demand of employees with transversal key competencies, such as problem solving, self-management and communication, more generally „non-routine skills“. That is why our main goal is to provide place-bound employees with more fl exible pathways and an easier access to training offers. We will enable new generations of workers from business services SMEs to develop their crucial non-routine skills via mobile Learning.

Partners

Centre for Flexible Learning, municipality of Soderhamn

Faculty of Economics and Management, Kaunas University of Technology

Exemplas Holdings Limited

CATTID (Centro per le Applicazioni della Televisione e delle Tecniche di Istruzione a Distanza)

CIBC Artois Ternois

Evolaris next level GmbH

Centro Italiano per l'Apprendimento Permanente

Bulgarian Development Agency

GAME MODEL QUIZZ

Learning goals are decided by the game author:

- Content goals: e.g. Facts (after Prensky, 2001)
- Activity goals: e.g. Questions (after Prensky, 2001)
- Process goals: e.g. Remember (after Anderson and Krathwohl, 2001)

is inspired by TV formats such as

- The Apprentice (i.e. the bad-tempered boss character)
- Who Wants To Be A Millionaire? (i.e. multiple choice questions including joker options).

Key objectives of game-play:

- gain points for fast and correct answers

In the definition file all questions, answers, feedback and pictures are defined in all project languages.

For every question several answers and one feedback are required. Every question may have it's own picture. Every question may be a single choice (one correct) or multiple choice (2 or more are correct)

Der language code at the beginning defines the language of the text. The order is not important.

SETUP FILE

```
// data model of the game

var game = {
  applicationName: "GAME", // name of the Game
  gameType: "quiz", // "quiz" or "simulation"
  languages: [
    { code: "bg", description: "Български език" },
    { code: "de", description: "Deutsch" },
    { code: "en", description: "English" },
    { code: "fr", description: "Français" },
    { code: "it", description: "Italiano" },
    { code: "lt", description: "lietuvių kalba" },
    { code: "sv", description: "Svenska" }
  ],
  introduction: {
    de: "Introducion." // enter here language code
  }
  and text
},
```



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```

startGameButtonText: { en: "Go", de: "Start" },
startPagePicture: "game/images/pic.png", //enter pic-file
questions: [
  {
    text: {
      de: "Question 1" //Enter
question
    },
    picture:
"game/images/pic.png", //enter pic-file

multipleChoice: false, //define single or multiple choice
    answers: [
      {
        text: {
          de:
"Answer 1"
        }, //enter answer
correct: false // define answer
      }, {
        text: {
          de:
"Answer 2"
        },
        correct: false
      }, {
        text: {
          de:
"Answer 3"
        },
        correct: true
      }
    ],
    explanation: {
      de: "Feedbak" // enter
Feedback for the answers
    }
  },
],
scoreBackgroundPicture: "game/images/pic.png"
};

```