**Work Package 3: Think Outside the Box – Gamification of Media Literacy**

**1st set of questions/topics to set the game outline**

### **Basic information about the game:**

3 different levels:

* 1st group - 8-12 year olds
* 2nd group - teens
* 3rd group - adults

Game type - question-based

Game theme - media literacy

Topics of the levels - based on the application

The prototype displayed during the online meeting represents the initial concept for the youngest group of players (1st group). The other two levels will be more static, offering limited movement options (as demonstrated in the previous online meeting, link: <https://beinternetawesome.withgoogle.com/en_us/interland/landing/reality-river>).

The game structure - At the start of the game, players will be introduced to the game's objective and overall goals (game introduction). Then, players will choose a level based on their age. At the beginning of each level, instructions on how to control the game and collect points will be provided.

Graphics - bright colors

### **Questions about the game**

1. Since the player will be able to move (to a greater or lesser extent) throughout the game, should the camera follow the player, or should the entire game be displayed in one frame?
2. Can the player interact with the environment? For example, can they press on hints that appear, among other possibilities?

| BE 001 - DANTE | 1. Follow the player if possible   2. Yes, if it provides clues, hints, questions |
| --- | --- |
| BE 002 - CESIE | 1. Following the player, agreed! 2. it should provide clues and hits   2. |
| BE 003 - MENTORTEC | 1.  2. |
| BE 004 - SYNCNIFY | 1. Displayed in one frame.  2. It would be nice to interact with clues and hints. |
| BE 005 - TRH | 1.  2. |
| BE 006 - CPIP | 1. Follow the player (if possible). Also displayed in one frame is a good option.  2. Yes, it would be interesting. |
| BE 007 - ISJ TIMIS | 1.  2. |
| BE 008 - ODYSSEA | 1. Follow the player  2. Yes, it is important to be interactive |
| BE 009 - BETI / SUMMARY |  |

### **Questions about questions :)**

1. How many questions will there be in each level?
2. Should there be a question bank from which we draw a set number of questions for each game, or should we create only a set number of questions, resulting in the game having the same questions every time it is played?
3. What type of questions should be included? Should there be questions with one correct answer, questions with more than one correct answer, or fill-in-the-blank questions where players type the correct answer, other formats?

| BE 001 - DANTE | 1. I am not sure what would be a good number. If by level you mean adults/teens/children are each a level, somewhere between 30 and 50?   2. If we create a question bank then we need to create many more questions per level. I like the idea of getting a different question each time, but that depends on how many additional questions need to be created  3. Questions with more than one correct answer are ok, fill-in-the-blank are ok - but with just one or two words and no option to have lowercase or uppercase letters (e.g. it is by default all uppercase) |
| --- | --- |
| BE 002 - CESIE | 1. I would stick on 30 maximum   2. See DANTE’s comment  3. As above |
| BE 003 - MENTORTEC | 1.  2.  3. |
| BE 004 - SYNCNIFY | 1. The number of questions per level can vary depending on the game's difficulty curve and the intended length of gameplay. A common approach could be to start with fewer, simpler questions at earlier levels and increase both the number and complexity of questions in later levels. We think that 10-15 questions is sufficient per each age group.  2. A question bank can increase the game's replayability, therefore, we think that is the best approach.  3. We can use a mix of questions with one correct answer, questions with more than one correct answer, or fill-in-the-blank. |
| BE 005 - TRH | 1.  2.  3. |
| BE 006 - CPIP | 1.The questions could start from simple to complex depending on the age category/target group. In general, 10 is the "magic" number for questions, but I would not go beyond 15-20 questions.  2. I think it's more intuitive to have a set number of questions. Of course, a question bank could add value to the game, but we have to consider the number of additional questions.  3.We can use a mix of questions but we should pay attention to the fill-in-the-blank approach because it could be challenging. |
| BE 007 - ISJ TIMIS | 1.  2.  3. |
| BE 008 - ODYSSEA | 1. We believe that the questions must not exceed the number of 15 per age group  2. A repository of questions would be good to have, so as to encourage the player to play the game more than once. However, we may need to consider whether questions will appear randomly or according to some specific criteria.  3.Μaybe a mix of questions would keep the user more active |
| BE 009 - BETI / SUMMARY |  |

### **Scoring system**

1. How should the scoring system function? Should players receive one point for a correct answer and additional points for consecutive correct answers? Should we deduct one point for a wrong answer, or should we simply not award any points for incorrect responses?

| BE 001 - DANTE | 1 point per correct answer, I would not deduct points for incorrect answers |
| --- | --- |
| BE 002 - CESIE | Let’s keep it simple. 1 score for each correct answer, no point if the answer is wrong |
| BE 003 - MENTORTEC |  |
| BE 004 - SYNCNIFY | Award one point for each correct answer to keep scoring straightforward and easy to follow. |
| BE 005 - TRH |  |
| BE 006 CPIP | 1 point for correct answers and no point for incorrect ones. |
| BE 007 - ISJ TIMIS |  |
| BE 008 - ODYSSEA | Keep it simple. One point per correct answer. |
| BE 009 - BETI / SUMMARY |  |

### **End of the game**

1. What indicates the end of the game? Is it the completion of a set number of questions, reaching a specific score, or reaching a time limit?

| BE 001 - DANTE | Completion of a specific score |
| --- | --- |
| BE 002 - CESIE | Reach the score |
| BE 003 - MENTORTEC |  |
| BE 004 - SYNCNIFY | The game should conclude when a player achieves a predetermined score. |
| BE 005 - TRH |  |
| BE 006 CPIP | Reaching a specific score |
| BE 007 - ISJ TIMIS |  |
| BE 008 - ODYSSEA | The completion of a set number of questions. |
| BE 009 - BETI / SUMMARY |  |

### **Additional things**

1. Should there be bonuses in the game?
2. Should the player receive a reward at the end of the game? If so, what kind of reward?

| BE 001 - DANTE | 1. Yes  2. Maybe a trophy / badge |
| --- | --- |
| BE 002 - CESIE | 1. Sure   2. download more useful content |
| BE 003 - MENTORTEC | 1.  2. |
| BE 004 - SYNCNIFY | 1. Yes  2. Tailoring bonuses and rewards adjusted to each age group. |
| BE 005 - TRH | 1.  2. |
| BE 006 - CPIP | 1. Yes  2. Badge / nice trophy |
| BE 007 - ISJ TIMIS | 1.  2. |
| BE 008 - ODYSSEA | 1.Yes  2. maybe some gems depending on the score s/he has achieved |
| BE 009 - BETI / SUMMARY |  |

### **Other suggestions, comments, ideas**

| BE 001 - DANTE |  |
| --- | --- |
| BE 002 - CESIE | Nope |
| BE 003 - MENTORTEC |  |
| BE 004 - SYNCNIFY | Developing initial game scenarios tailored to each age group could streamline the brainstorming process and help generate more concrete suggestions. |
| BE 005 - TRH |  |
| BE 006 - CPIP | None |
| BE 007 - ISJ TIMIS |  |
| BE 008 - ODYSSEA | no |
| BE 009 - BETI / SUMMARY |  |