

## TEMPLATE TO DEVELOP GAME-BASED SCENARIOS

<b>SCENARIO TITLE</b>		COLLABORATIVE UPDATE			
<b>Key words</b>					
<b>Whom do I want to teach to?</b>					
<b>Age range and students level</b>		Adults placed in workspace and business			
<b>Possible students needs</b>		Basic computer literacy, especially when updating collaborative software useful to the work done.			
<b>What do I want to teach?</b>					
<b>Subject / field / expertise</b>		Soft skills aimed to improve the work carried out.			
<b>Specific aims</b>		<ul style="list-style-type: none"> <li><input type="checkbox"/> Improve knowledge and practice of tools</li> <li><input type="checkbox"/> Improve collaboration between those involved through the knowledge of processes and IT tools</li> </ul>			
<b>How do I want to teach?</b>				<b>Rate 0-5</b>	
<b>Metaphors of learning that</b>		Acquisition (I will communicate / present		<input type="checkbox"/> X <input type="checkbox"/> <input type="checkbox"/>	

can facilitate the educational goals		/ explain contents to students)		<input type="checkbox"/>	
		Imitation (I will show students how to do things related to this topic / content, e.g. I will be a model for them)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X <input type="checkbox"/>	
		<b>Discovery</b> (I will provide students with the tools to discover a specific concept with their own strength. I will arrange tours and provide adequate reinforcement)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X	
		<b>Participation</b> (I will organize training sessions for students to discuss, share and collaborate in order to learn specific subjects and I will facilitate their interaction)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X	
		<b>Experimentation</b> (I will organize activities where the students can understand, practice and exercise through the – Learning by doing)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X	
<b>Description of the game</b>		<b>Narrative description</b>	The narrative description of the game will be short and directed to convey the essential concepts and data so that those involved can immediately start with the interaction of role-playing games.		
		<b>Objectives</b>	Achieve one or more common goals and then implement collaborative		

			strategies through the knowledge of all those elements not only positive but also negative arising in these collaborative practices.		
		<b>Rules</b>	Few and essential, which do not make the stage of the game cumbersome.		
		<b>Challenges</b>	<p>Obtain the expertise of problem solving in situations where the group may have difficulty assuming the use of adequate collaborative tools.</p> <p>In particular there will be users who are likely to fill roles as:</p> <ul style="list-style-type: none"> <li>☐ Group leader</li> <li>☐ Team members responsible for particular activities</li> <li>☐ Anti-collaborative person</li> <li>☐ Person who will benefit from the work done</li> </ul>		
		<b>Reward system/feedback cycle</b>			
				<b>Learning Contexts</b>	<b>Estimated time</b>
Narrative description of learning activities - step by step organization		<b>Before the game:</b> The game experience takes place in a training course about the improvement of soft skills. Before the game,		In class	30 minutes

and structure		it will be necessary to illustrate the platform operation.			
		<b>During the game:</b> Game scenario.		In class / online	30 minutes
		<b>After the game:</b> Review of the game phases and analysis of the interactive process (all group)		In class	45 minutes
					Total: 2 hours and 45 minutes
<b>How will I assess the students?</b>					
<b>Value approach</b>		The recorded game will be observed and individual features will be mastered through group discussions			
<b>What do the students need to achieve the educational goals?</b>					
<b>Prerequisites</b>		Knowledge and previous skills from certain kind of jobs and specific tasks covered. The aim of the game is to mix different skills in order to promote the understanding of different roles especially in business circles, strongly hierarchized.			
<b>Setting and materials</b>		A collaborative environment that optimizes the knowledge and the practice of collaborative activities;			

		a specific environment that allows managing all activities and present components.			
<b>What do I need to implement the scenario?</b>					
<b>Tools to use</b>	Mandatory	EUTOPIA Skype E-mail			
	Optional				
<b>Infrastructure / equipment</b>	Mandatory	* Internet connection * One PC each user * Microphone			
	Optional				
<b>Resources</b>		Images and videos that can be used when comparing the game at the end of a session.			
<b>Time and space resources</b>		Game sessions in the company, possibly in separate environments, the stage of introduction and analysis of the session will be conducted in a common environment.			
<b>Any additional elements to consider</b>					