TITLE OF THE SCENARIO	What do you find in a museum?	
Keywords	History of Art	
A chi voglio insegnare?		
Age range and grade of the learners	students from 14 to 19 years	
Special characteristics of learners		
The learning emphasis?		
Learning subject /field / skills or dimension	the game is related to the field of History of Art	
Specific Goals	- acquire knowledge connected to the History of Art - obtain specific information about some artistic movements, artists and their works - develop the ability of contextualize the knowledge acquired through the game - develop the motivation forward the acquisition of knowledge about Art	
The teaching emphasis?		**Rate 0-5**
Learning metaphor that can support the learning objectives	Acquisition (I will transmit/ present / explain content to learners)	☐ ☐ ☐ ☐ ☐ ☒
	Imitation (I will show to the learners how to do things related to this subject / content, i.e. I will be a model for them)	☐ ☒ ☐ ☐ ☐ ☐
	Discovery (I will provide the necessary artifacts for the learners to find out / discover a specific concept / knowledge on their own. I will organize guiding activities and provide tips)	☐ ☐ ☐ ☐ ☒ ☐
	Participation (I will organize sessions in which learners can discuss, share and / or collaborate for learning a specific subject / content and I will facilitate the interaction between them)	☒ ☐ ☐ ☐ ☐ ☐
	Experimentation (I will organize activities in which learners will understand, learn how-to, practise, and / or exercise)	☒ ☐ ☐ ☐ ☐ ☐
Description of the game	**Narrative description of the game plot**	the game is an exploration of different scenes which correspond to different rooms of the museum in which the player find some paintings. In every scene there are also books with the purpose of acquire knowledge about the artistic, the artistic movements, and the painting technique. During the game, the player should do some exercises such as answer to questions about artists, couple two parts of the same pictures etc.

Goals	the specific goal that the player should attain is to learn and think about the information obtained during the game	
Rules	the rules of the game are established by the flags and conditions	
Challenge	the specific challenges of the game are connected with the exercises that the player have to do for carrying on the game	
Satisfaciton system /feedback cycle	there are feedback for every action done by the player. It is possible to foresee a reward system external to the game, within a course of study (i.e. credits, vote)	

		Learning settings	**Estimated time**
narrative description of learning activities – step by step organization and structuring	Before the game: the game doesn't require learning activities, except for a lesson during which the teacher/tutor can describe the game and its goals, explain how to use the software and plan the game session	in the classroom	2 hours
	During the game:	in the classroom / at home / distance / online, etc.	20 minutes
	After the game: reflection and discussion about the experience of the game	in the classroom	2 hours
			Total: 2 hours and 20 minutes

How will I evaluate students?

Evaluation approach	- Goup discussion - Feedback from students

What will learners need in order to achieve learning objectives?

Prerequisite	Previous knowledge: basic knowledge of the History of Art
Setting and materials	guidelines for the use of the software, especially for the use of the controls

What is needed to implement the scenario?

Application involved	Mandatory	<e-Adventure>
	Optional	
Infrastructure / equipment	Mandatory	The players should have at their disposal one laptop; they can also use only one laptop by turns
	Optional	
Learning resource type		

Time / space resources	a classroom and 4 hours for the activities before and after the game session

Other things to consider

the game was created with the purpose of handing down to the players some specific content related to the History of Art. I choose to focus the game on some artists (Monet, Van Gogh, Pollock, Arcimboldo and still life paintings) but every teacher/trainer who would like to use this game can adapt it easily to every other artist and artistic movement, just changing the items and the content of the books, without particular effort.