

TITLE OF THE SCENARIO	Photoshop – photo editing	
Keywords	Photoshop, CS4, Pictures, Images, Personalize, 3D models	
Information about students?		
Age Range and grade of the learners	Any person between 15 and 60 years old enrolled in a Photoshop course.	
Special characteristics of learners	- Not applicable -	
The learning emphasis?		
Learning subject / field / skills or dimensions	Learning subject: Image editing using Photoshop Field: ICT Skills: using Photoshop application	
Specific Goals	At the end of this course students will be able to: * identify the application menu * open a created image *select the image or a part of it *use the layers and text formatting *use effects and filters	
The teaching emphasis?		Rate 0-5
Learning metaphor that can support the learning objectives	Acquisition (I will transmit / present / explain content to the learners)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
	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)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	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)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
	Participation (I will organize sessions in which learners will discuss, share and / or collaborate for learning a specific subject / content and I will facilitate the interaction between them)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Description of the game	Narrative description of the	In this game the player should create / edit a new picture using Photoshop. During the game he is guided by a editing specialist and he has to follow all staged in image

	game plot	editing. Evaluation is made during the game.		
	Goals	To solve the tasks indicated by the character and to pass the test.		
	Characters	Photoshop specialist (1)		
	Scenes	Afferent scenes for each menu and button.		
			Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game: Revision of the theory related to the subject. Examples using Photoshop. Game rules presentation		In the classroom	
	During the game: The game is played by each player		In the classroom / Online / At home	
	After the game: All the reports are consulted by the trainer, and the results are discussed. Edit a picture		In the classroom	
How will I evaluate students?				
Evaluation approach	<ul style="list-style-type: none"> ➤ Assessments reports produced by the platform ➤ Monitoring during the game ➤ A picture edited by the student 			
What will learners need in order to achieve learning objectives?				
Prerequisite	<ul style="list-style-type: none"> ➤ Mid level knowledge in using computer ➤ English – basic level ➤ Practical skills 			
Settings and materials	<ul style="list-style-type: none"> ➤ A lab with blackboard and computers for each student ➤ “First step with Photoshop” game 			
What is needed to implement the scenario?				
Applications involved	Mandatory	<ul style="list-style-type: none"> ➤ <e-Adventure> ➤ Email account (for evaluation) ➤ Moodle account for online access to the game ➤ Java ➤ Adobe Photoshop CS4 		
	Optional			
Infrastructure	Mandatory	<ul style="list-style-type: none"> ➤ Internet connection ➤ A computer per learner 		

/ equipment	Optional	➤ LCD projector
Learning Resource Type		<ul style="list-style-type: none"> ➤ Online resources, tutorials ➤ Examples with edited pictures
Time / Space resources		<ul style="list-style-type: none"> ➤ A computer lab ➤ Estimated time: 2 hours
Other things to consider		
<p>It is very useful to use this game for learning, and practice being a good start for working with image editing softwares.</p>		