

TITLE OF THE SCENARIO	'iChoose'	
Keywords		
Information about students?		
Age Range and grade of the learners	Young people (16-18 and older)	
Special characteristics of learners	<p>Young people who are looking to the client (Careers Wales) for help in preparing for careers interviews</p> <p>Many will be getting careers guidance already from Careers Wales – but the latter feel that many are ill-prepared for careers interviews; they often lack clear ideas about aspirations, their own potential and may benefit from the insights of others.</p>	
The learning emphasis?		
Learning subject / field / skills or dimensions	<p>The learning emphasis is to train young people to become more aware of their hopes and aspirations as well as their capabilities.</p> <p>Also to prompt them to be able to make statements about themselves, statements that they can then use in careers interviews.</p>	
Specific Goals	To train interviewees in interview techniques	
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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input 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 type="checkbox"/> <input type="checkbox"/> <input checked="" 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 checked="" type="checkbox"/> <input type="checkbox"/> <input 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 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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Description of the game	<p>Narrative description of the game plot</p> <p>The game (more properly perhaps a game environment) starts with the user making choices between statements.</p> <p>These statements are roughly the distillation of the views expressed by interviewees who are the subjects of short interviews that have been recorded for the iCould website.</p> <p>The choices represent (broadly) opposing views – so 'I want to make money' is opposed to: 'I want to care for people'.</p> <p>There are ten interviews in this version so users choose five interviews</p>	

		<p>to watch.</p> <p>Once the interviews are finished, a number of statements that have been extracted from the interviews are displayed.</p> <p>The user chooses one or more of the statements as being roughly in line with their own thinking.</p> <p>Once all have been watched the game displays the statements and the user sees the collected statements in a list that can then be printed off and used as a prompt sheet for interviews or as a discussion point for talking to others.</p>	
	Goals	<p>To develop learners' self-awareness in relation to aspirations in career paths</p> <p>To provide users with statements about themselves which they can query or discuss to achieve growth.</p>	
	Characters	User plus interviewees	
	Scenes	Videos of interviews	
		Learning settings	Estimated Time
Narrative Description of learning activities - step by step organization and structuring	Before the game:		
	During the game:	In front of computer	20 minutes
	After the game:	Careers Interviews/discussions with others such as teachers/trainers	30 minutes
			Total: 50 + mins.
How will I evaluate students?			
Evaluation approach	Not planned as yet		
What will learners need in order to achieve learning objectives?			
Prerequisite	Users will need: Reading skills Simple gaming skills such as those used in navigation and in selection and interrogation		
Settings and materials			
What is needed to implement the scenario?			
Applications involved	Mandatory	Careers Wales website (http://www.careerswales.com/)	
	Optional		

Infrastructure / equipment	Mandatory	Computer on-line
	Optional	
Learning Resource Type		
Time / Space resources		Access to computers
		One session
Other things to consider		
<p>The 'iCould' website (http://icould.com/) contains over 1,000 interviews. Though the primary intention of the package described above is to raise individual awareness through forcing users to choose statements, to consider statements that may or may not apply to themselves, a secondary intention is to raise awareness of the range of careers represented by the 1,000 plus interviews.</p>		