

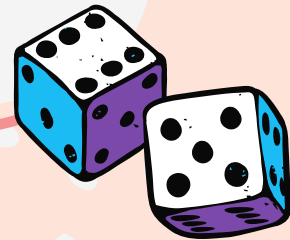


THINK SOCIAL

PROMOTING SOCIAL ENTREPRENEURIAL
MINDSETS FOR A SUSTAINABLE FUTURE



AR GAME GUIDE



Co-funded by
the European Union

 CULTURE GOES EUROPE
SOZIOKULTURELLE INITIATIVE ERFURT E.V.

 **Emphasys**
CENTRE

**IWM**
Gesellschaft für internationale
Wirtschaftsförderung und Management

 **spectrum**
RESEARCH CENTRE

 **ASSERTED KNOWLEDGE**
THE IT EQUALISERS

 **idec**





THINK SOCIAL

PROMOTING SOCIAL ENTREPRENEURIAL
MINDSETS FOR A SUSTAINABLE FUTURE



Co-funded by
the European Union

THINK SOCIAL GAME

GUIDE FOR THE GAME



**THINK
SOCIAL**

Promoting social entrepreneurial mindsets for a sustainable future

Author (s): AKNOW

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



THINK SOCIAL - DISSEMINATION STRATEGY

PROJECT INFORMATION

PROJECT ACRONYM:

THINK SOCIAL

PROJECT TITLE:

Promoting social entrepreneurial mindsets for a sustainable future

PROJECT NUMBER:

2020-1-DE02-KA204-007554

SUB-PROGRAMME OR KA:

KA205 – Strategic Partnerships for Adult Education

WEBSITE: <http://thinksocial4learning.eu/>

CONSORTIUM:

Coordinator:

Partners:





TABLE OF CONTENTS

Contents

1. DESCRIPTION OF THE GAME	4
2. HOW TO DOWNLOAD THE GAME	4
3. HOW TO PLAY THE GAME	5



1. DESCRIPTION OF THE GAME

THINK SOCIAL game is an AR quiz aiming to assist adults (18+ years old) to understand the topic of social entrepreneurship which is an effective way to fight unemployment among vulnerable groups of adults. The game consists of the following topics:

- Social entrepreneurship sustainability
- Creating a social business and plan. The challenge
- Establishing objectives and goals. from dreams to plan
- Sustainable resource management – beyond planning
- Getting started! Making the first step in practice

The game is developed along one infographic containing specific images. All you have to do is to scan an image, read the real-life scenario which is relevant to the image and answer to the question about the scenario. The more correct answers you give the more points you get. Try to gather as many points as possible to earn a badge at the end of the game!

2. HOW TO DOWNLOAD THE GAME

The game is available in testapp.io:

At the time, for Android phones, you can download the game from here: <https://portal.testapp.io/apps/install/OmAd4bvdwPqb3>

The AR game is compatible only with the devices on the list: <https://developers.google.com/ar/devices>

For playing the game you should have installed the Google AR services. So, if your phone is on the previous list but you have troubles in opening it, please make sure that you have installed the Google AR services first. If you can't download the Google AR services or you have trouble installing it in please check these articles:

<https://www.republicworld.com/technology-news/apps/google-play-services-for-ar-not-compatible-here-is-what-you-can-do.html#:~:text=You%20have%20not%20updated%20the,hot%20or%20has%20memory%20problems>
<https://support.google.com/googleplay/answer/9037938?hl=en>

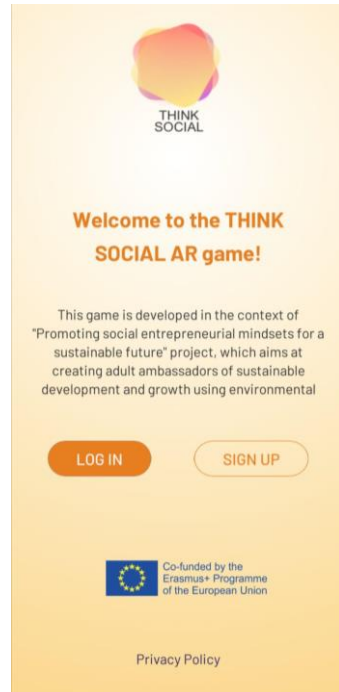
For IOS devices, the game should be tested through Testflight
(Link will be provided later, for this piloting only android version will be used).

The game is online, and as such you should be connected to the internet to play it.



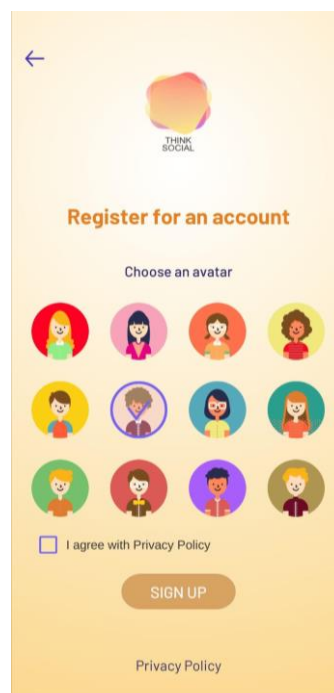
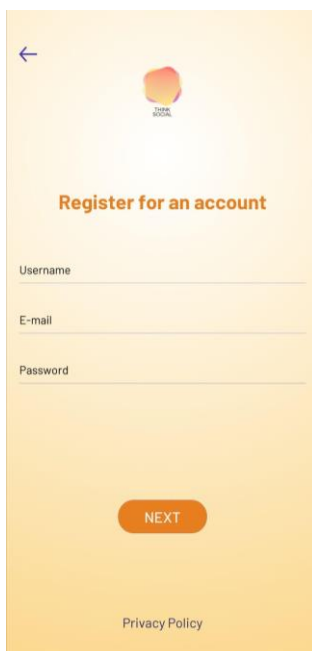
3. HOW TO PLAY THE GAME

Welcome to the THINK SOCIAL game!



The first step is to register to the game. Upon the registration you should provide some personal data, select an avatar and also agree with our Privacy Policy. There is a link that is connected to the policy, but you can also read it here:

<http://asserted.eu/sites/default/files/Think%20Social%20AR%20Game%20Privacy%20Policy.pdf>

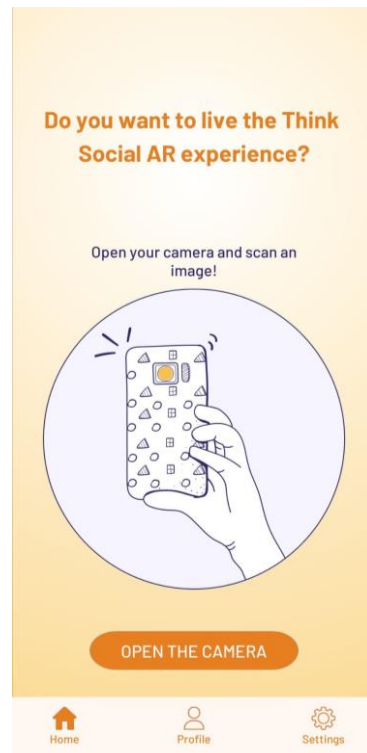




The infographics should be printed in A3 or A2 size in a face-to-face training.

Let's Play!

Now, you have access to the printed infographic or to the online images. Therefore, it's time to start scanning the images. Tap on the button "open the camera" to start.



You have to scan 15 images in a row to complete the game. If you start scanning images and then exit when you go again to scan them, the game will be reset, and you have to start from the beginning. The agreed way to play the game has been that the player starts from left column and goes from top to bottom, then moves to the middle column in the same way and then finishes with the 3rd, top to bottom once more.

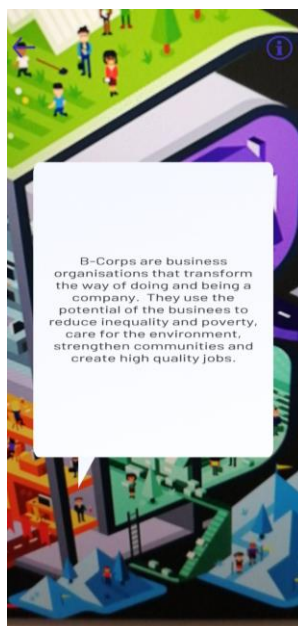


You have to scan 15 images
to complete the game!



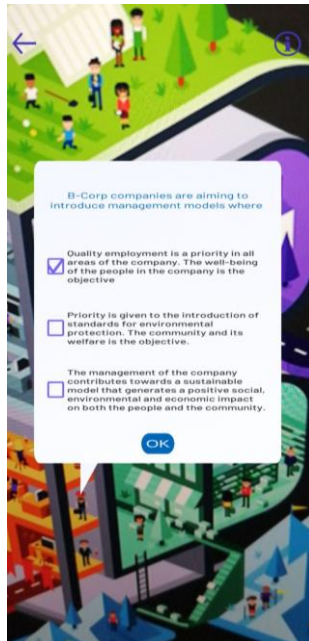
Touch to begin

Once you open the camera, turn in over a picture to scan it. After you scan the image a short text with an example of a real-life situation will appear. When scanning an image remember to hold the phone steady, and in case that there is difficulty in scanning the image, zoom in and out the camera, or change the angle of the device. If you use the infographic the camera should be directed to one image only. The images are near each other in the infographic, and as such you should be careful and point your camera only to one image. If your camera "catch" 2 images at the same time, the content for the one image will appear and then we will not be able to scan the other image. In general, you can scan each image only one. So if you scan an image, see the scenario, answer the question and get the feedback and the points from your answer, you can't scan the same image immediately. If you want to scan the same image again, you should go back to your profile and then open the camera again, but that means that the game will start from the beginning and your score will be lost.

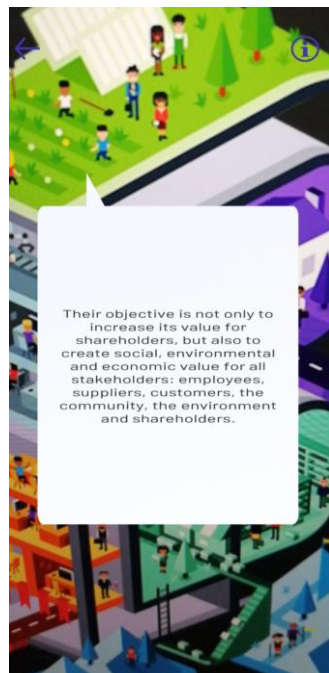




Once you tap on the scenario, a multiple-choice question based on the it will appear. Choose the answer of your preference to move on. The box of the correct answer will turn into green, while the wrong answers will turn into red.

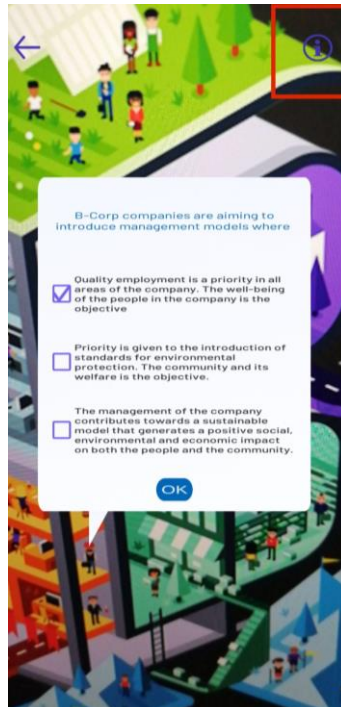


Once you choose an answer, a feedback paragraph will appear. Tap on it to complete the scanning of the image.

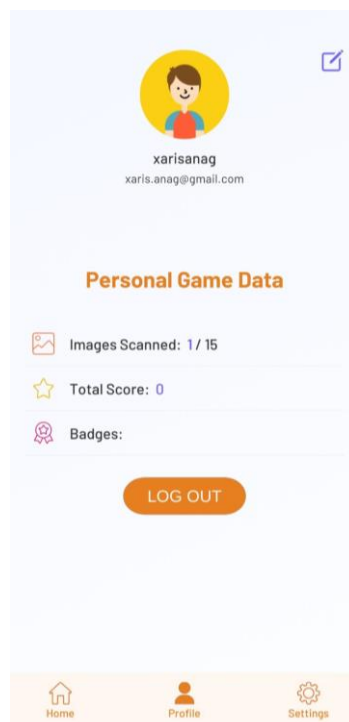




You can see how many images you have scanned and the correct answers you have given, if you tap on the information icon on the top right corner when the camera is open. Based on the correct answers you gave, you will earn a badge at the end of the game. One correct answer equals 1 points so the total points you can collect are 15.

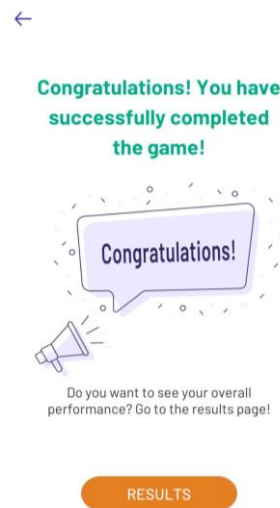


You can always leave and go to your profile to see the score and the number of scanned images but that means that you will play the game from the beginning. Also, you can log out of the game anytime, if you tap the button “LOG OUT”.

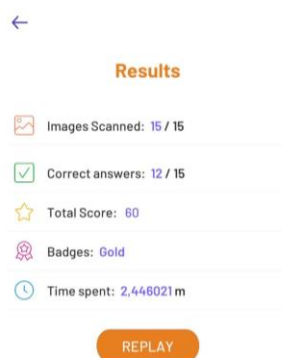




Once you scan 15 images in a row a message that you have successfully completed the game will appear. There is a link to our website which you can follow to read more content about social entrepreneurship and find out more information about our project. Tap on the button “results” to find out about your score, the time spent and the badge you earned.



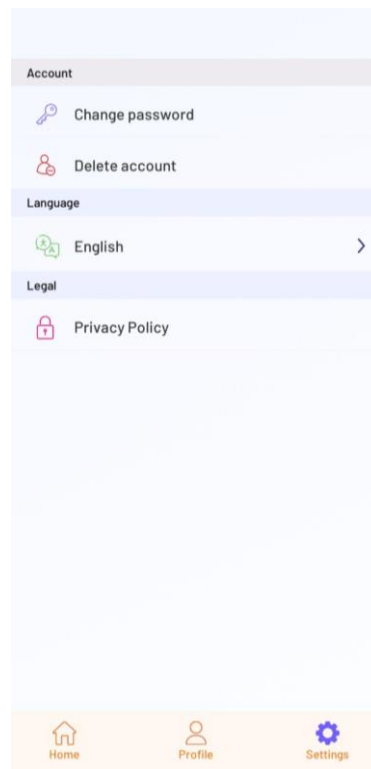
In case you have earned a badge, you can tap on it to appear. Three different badges are available in the game: bronze, silver gold. After you tap on the badge name, the front camera or your device will open, and the badge will appear on you.





You have also the option to rate our game through the star rating at the end of page.

The game also contains a settings page, which you can visit to change your password, delete your account, change the language or ready our privacy policy.

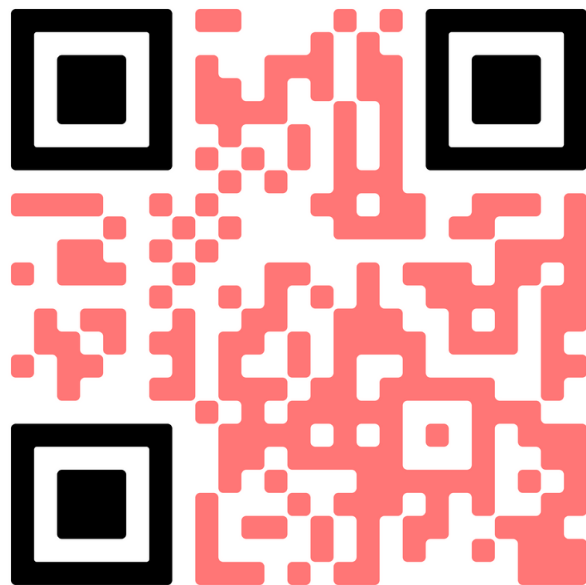


HAVE FUN!



THINK SOCIAL

PROMOTING SOCIAL ENTREPRENEURIAL
MINDSETS FOR A SUSTAINABLE FUTURE



Download the App!



Co-funded by
the European Union





THINK SOCIAL

PROMOTING SOCIAL ENTREPRENEURIAL
MINDSETS FOR A SUSTAINABLE FUTURE



This document may be copied, reproduced or modified according to the above rules.

In addition, an acknowledgement of the authors of the document and all applicable portions of the copyright notice must be clearly referenced.

All rights reserved. © Copyright 2023 THINK SOCIAL



Erasmus+

THE EUROPEAN COMMISSION'S SUPPORT FOR THE PRODUCTION OF THIS PUBLICATION DOES NOT CONSTITUTE AN ENDORSEMENT OF THE CONTENTS, WHICH REFLECT THE VIEWS ONLY OF THE AUTHORS, AND THE COMMISSION CANNOT BE HELD RESPONSIBLE FOR ANY USE WHICH MAY BE MADE OF THE INFORMATION CONTAINED THEREIN.