



## EN.GA.G.E Intellectual Output 1

### LTTA (C1) Games Report *Trikala (Greece) 5-11 February 2018*

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The 1<sup>st</sup> LTTA (C1) of the Project has been devoted to assess the adaptability of the digital games identified by the Project partners (1 game per partner country) during the Local Testing (I01-A2):

[START UP!](#) - (Italy)

[COCKTAIL PARADISE](#) (Romania)

[ENTRINNO](#) (Greece)

[BACK STAGE](#) (France)

During the C1, the participating teachers had the opportunity to play, test and review the games selected, providing useful feedback and input for the implementation of the project. Below a short summary of the technical feedback collected after the test sessions.



The Italian platform that is intended to advertise a course for entrepreneurs, it is completely web based (html, css), seemed to be very easy to learn, very direct, graphically curated, not burdened by external plugins. Being completely in Italian, the translation provided through Google Translate and is available in all languages supported by the Google engine which proved functional but had some problems with the javascript code in the menus, which blocked the pressing of keys like Ok, Enter etc., once they were translated, the JavaScript only worked in the original Italian. Users were very satisfied, however, reporting the need to translate in various languages in a natural, on-site way. Above all users wanted to readapt the level of difficulty for the target end-use (remember that there are regulations and VAT that only apply to Italy, with the taxation etc., therefore, a more general approach should be considered).



It is based on a Flash code that is no longer used, maybe it comes from a leak (that is, they stole the flash-executable program) and it was put onto a flash game site. In fact, I tried to download the executable file and disassemble it with a free tool, and there are references to an old mobile game, that is, a game designed for mobile phones. Different participants advised against both the flash platform and the type of game, a purposeless point-and-click game in which users just have to build a resort with the money generated by the game to create cocktails. It's very nice and catchy (for a game of 2010) on a graphical level, maybe not in line with the goal of the project.



Let's move on to this platform of eLearning, similar in all respects to projects such as Dulling, maybe you know about it. It's a great project and it's absolutely what struck me most out of all the games. Obviously the topics are very difficult and complex, as they are suited for an adult audience. It is also a platform (not a game) that saves the level every time a web page is removed, so progress is continuously updated. After about 30 minutes it becomes repetitive and difficult to continue (at least I felt this sensation: so we should grasp or use at best the potential of the engine and adjust its contents, which, I remember, in this case are only in English, with part of the documentation translated).

Read below for a detailed description of the feedback about the games collected after the C1 assessment sessions.

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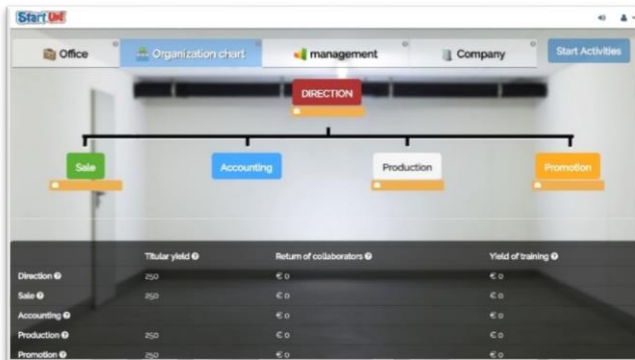
The player is a project manager who sets up a concert hall with his teammates and undertakes all the steps related to the project methodology. The game is based on 5 key elements: 1. Clarify your idea 2. Detect strengths and weaknesses 3. Design a business plan and find resources (partners, funds etc) 4. Evaluate the idea. The game has not been assessed during the C1.



**Game Report:**



<https://online.startupgame.it/index>



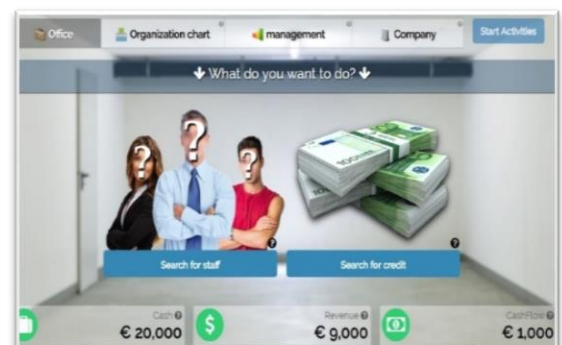
Start Up! Is the educational game proposed by Italian Partners (Knowledge Partner EGIa and Practice Partner IC Panicale Piegaro PAciano) as a game that promotes entrepreneurship in its users. The game is originally only in Italian but using the auto translate feature that comes with some browsers you can change the game into any preferred language, however, this doesn't always work with the Java script of the game.

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The aim of the game is to create a business from scratch that you will then take through the first month of trade and ultimately creating a positive cashflow according to your target. At the beginning of the game you must organise your business by hiring employees for essential fields (Direction, Sale, Accounting, Production and Promotion) that come with different costs and levels of experience and skill, in order to start any business activities. You must also raise the initial capital of your business through the acquisition of credit that come in different amounts and with different terms, the game encourages you to calculate the costs of the business for the first 3 months as the business will not receive any revenue for these first months. Once you have done this you can commence activities and see how your business is running, at this point the game will start imposing realistic taxes and costs (realistic to the Italian model) on your business. At this point you also have the opportunity to take part in certain business



ventures, apply for more credit and hire more employees in order to grow your business, however, just like in the real world you may be turned down for credit and rejected by potential staff and also the business ventures may fall through, costing you money. Once you have obtained the targeted positive cashflow a screen will pop up telling you that you have won, and giving you the option to exit, or continue to build your business.



This is what was users thought about the game overall:

**Pro's**

- The game provides a realistic representation of how starting a business in Italy would really be like through the use of surprise taxation, hidden costs and interests as well as the

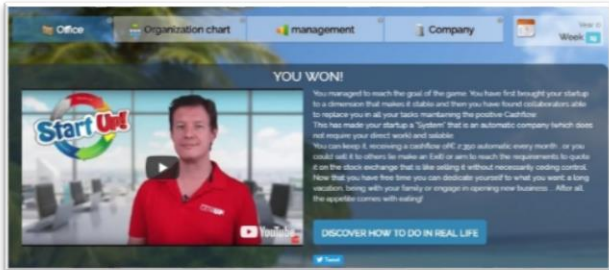
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opportunity to have unsuccessful ventures. It is possible to fail through lack of funds and then go back to repair the business or abandon it, therefore replicating real life scenarios to a certain extent.

- There is a list of 10 types of business models to choose from that allows you to tailor the virtual business to one that is realistic to your own situation.
- The simple graphics are well designed for educating kids and the game can be easily navigated by first time users, however, there can be some improvement made in this area.
- Overall participants enjoyed playing 'Start Up' and found it very provocative through its targets and setbacks and didn't want to leave the game without achieving the goals of their business.
- Due to its replicated realism the users found the game a very useful education tool.

### Con's



- The game is only provided in the one language: Italian, and despite the use of an exterior translation feature the game has some problems with its Java script once it has been translated and it therefore interferes with the user interface and causes the user to need to change back to the original language. Therefore, this caused difficulty among its

users.

- The game isn't very accessible for children (under the age of 14 or 15) as it deals with quite hard terminology such as 'cashflow', 'capital' and 'revenue' that a child without prior education in the field would find difficult to understand, and the game provides no explanation of the terms. This caused some to suggest that there should be levels of difficulty to the game.
- The game doesn't provide enough options for different types of businesses to work with and therefore, some users were unable to find their preferred business model.
- The user interface doesn't provide any extra accessibility for disabled users, for example a 'text to voice' function.
- Users found the game overall not very easy for beginners.

### In Conclusion

Those who took part in the Engage project LTTA (C1) reviewed 'Start Up' as overall a good game that could be improved with some slight changes to the user interface including the addition of more languages, most importantly English to make it more universally accessible. The game provided a realistic and fun approach to starting up a business and isn't too complicated to understand, therefore participants thought it was a great educational tool. Start Up is a very good way of incorporating a business model into a relatable and easily manoeuvred game that promotes enterprise in the user.





## Game Report:

# COCKTAIL PARADISE

[http://www.funnygames.us/game/cocktail\\_paradise.html](http://www.funnygames.us/game/cocktail_paradise.html)

Cocktail Paradise is an online game in which the user plays as a polar bear on a desert island with a cocktail bar. The aim of the game is to create different types of cocktails in order to earn money, so that you can purchase goods such as beach chairs, slides and upgrades, which then increase the amount of money you earn per visitor.

Throughout the game you have to fulfil tasks to unlock different things to purchase and different backgrounds to the game, this is what motivates you to keep on playing the game and trying to get to a higher level in order to unlock further items to buy. The game also contains a 'mini-game' inside the game which is balancing a beach ball so that you can earn even more money. The game has simple graphics and requires a Flash player to be able to play, the interface is pretty simple, and it has an appearance and a theme that can be appealing to kids. Other than the earning and buying aspect of this game it strongly lacks any other aspect of entrepreneurship and fails to educate in any real way, it therefore, doesn't meet the aims of the ENGAGE project.



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This is what was users thought about the game overall:

### Pro's

- The game gives a good example of earning and purchasing as well as quality control.
- The game keeps your concentration through a need to fulfil the objectives.
- It has amusing and appealing graphics that are good for keeping the attention of children.



### Con's

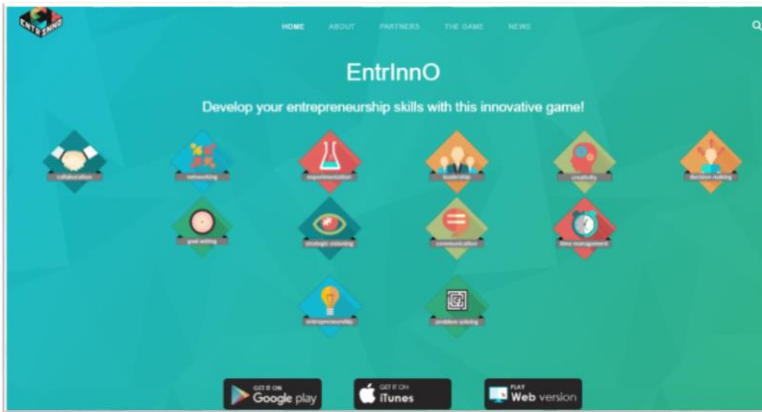
- The simple graphics and easy targets show that this game is meant for a very young audience (5-10).
- The game is very repetitive and therefore becomes boring quickly.
- The game doesn't meet the purpose of the ENGAGE project.
- The user interface doesn't provide any extra accessibility for disabled users.
- The game is more for time wasting rather than education.



## Game Report:



<http://entrinno.org/>



Entrinno is the proposed game by the Greek company AKETH, it is an E-Learning platform that incorporates the use of videos and quizzes in order for the user to understand how starting up a business works.

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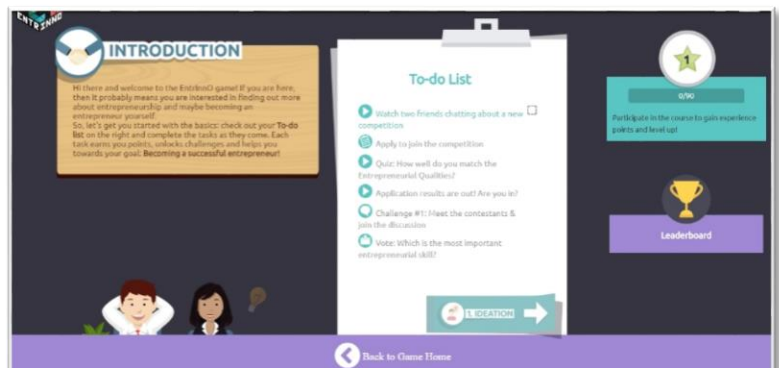
The game works in a way that you have to complete the activities, (which include reading, watching videos and completing quizzes) on each level in order to be able to

unlock the next level. The levels increase in difficulty as you go along starting from semi-basic themes and moving to harder and more complicated ideas and questions. The game has a very sleek and simple user interface that is easy to navigate, even for beginners. Entrinno has a vast amount of information to share and to teach the user, however, it this information is not incorporated into a game as such, more just given to the user and they are then expected to answer questions regarding that information. It therefore, uses a traditional method of educating rather than the newer learning through playing method that the other games provide. Due to this fact, the game can cause users to lose focus easier than with games if they are not that interested in the topic at hand.

This is what users thought about the game overall:

### Pro's

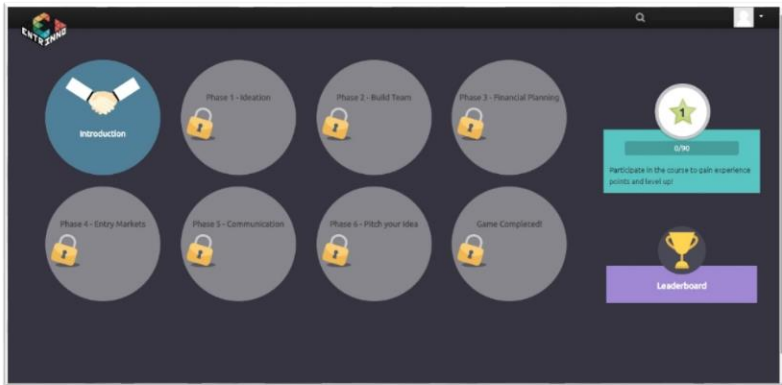
- The platform has a good concentration on entrepreneurship and provides the user with a wealth of information superior to the other games.
- The different levels the platform provides a gradual learning about the subject, therefore the growth in knowledge can be tracked.





- The graphics and user interface of the platform are simple and appealing, and they are easy to navigate, making it a good platform for first time users as they found it simple to use.
- It provides a text to speech feature, thus allowing for people who are less able to see the information on the screen.

### Con's



- Entrinno is not a game, it is an E-Learning platform, and therefore, it lacks the ability to hold the attention of some users and can be quite boring.
- It requires the user to be interested in the topic; it does not fool the user into learning as some games can.
- The platform deals with some advanced themes that

are not that easy for beginners to understand and therefore, most people thought that it would be best for users between the ages of 14-18.

- The platform is only accessible to users who can read and understand English.