ESTEAM Project

Tutorial for teachers to make treasure hunt games for smartphones to use in outdoor fields trips with students

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Field trip learning can be fun and gamified

Overview

- The TeachOUT app and ESTEAM

- How to participate

- Video tutorials in seven chapters

About the ESTEAM Project

To make the tools for teachers to gamify the field trip learning experience for students

Make treasure hunts on our cloud based platform called TeachOUT

Games with content that fit the learning curriculum

Gamify the learning experience with challenges and problem solving

Use the app as a learning tool on field trips

Assimilate the results and share

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www.esteamproject.eu

The ESTEAM project website

How to participate

Sign-up to the ESTEAM Platform

1. Visit www.esteamproject.eu/contact
2. Send the nearest contact person an email requesting access and include:
    a. Some proof you are an educator
    b. What school you work for
    c. Some relevant information as to how you would like to use the tool for education
3. In a few days, you should receive an email with an access code and instructions to sign-up to the platform

Start making games

Once you have received the invitation and signed up

Prerequisites

Making games in the cloud:

Hardware: Windows, Mac or Linux PC

Browser: Chrome or Safari

Internet Explorer browser is not recommended!

Network access required to connect to the cloud service for making games

Playing a game with a smartphone:

Apple iPhone or iPad with iOS 9 or later

Android phone or tablet with Android 7 or later

GPS reception for location reading

Download app named: TeachOUT

Network required to: download games, see scoreboard and upload results.

Network not required: while playing the game. as content is pre-downloaded.

How to make a game and play it

Video tutorials in 7 chapters

Video tutorials in 7 chapters

1. Login & make your first game
2. Add treasures and content
3. Add question challenges
4. Add photo and draw challenges
5. Prepare game for publish to app
6. Publish and run the game
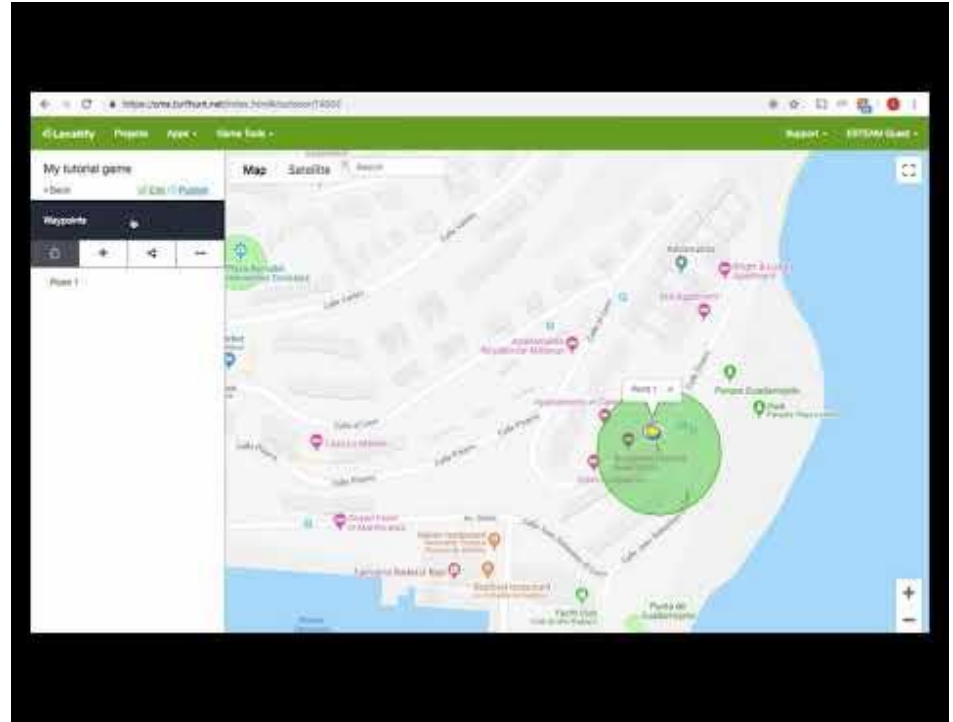7. Results after playing the game

1. Login & make your first game

Visit www.locatify.com and login with your credentials.

Create your first minimal game with one simple treasure location.

Publish your game for testing in order to cheat.

Download TurfHunt app to test the game (TurfHunt is only used for testing the game, TeachOUT app is used for playing the released game).
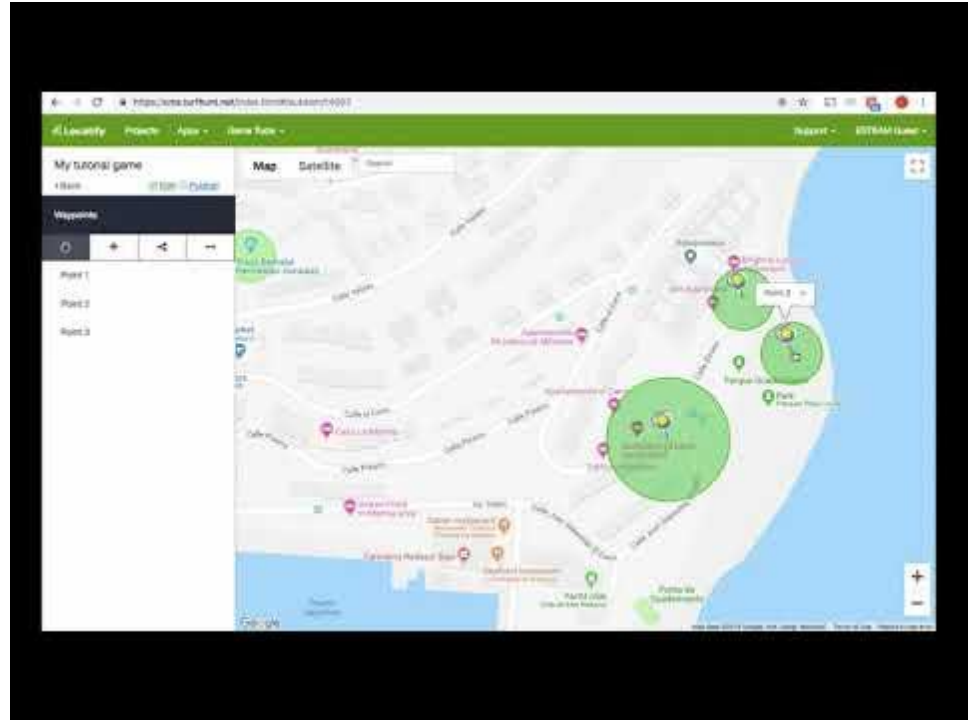
2. Add treasures and content

Add more treasure locations to the game.

Fill each treasure location with simple content or use a template with formatted content.

Draw a path on the map the students should take.

Add a hidden treasure that only shows after another treasure is discovered.
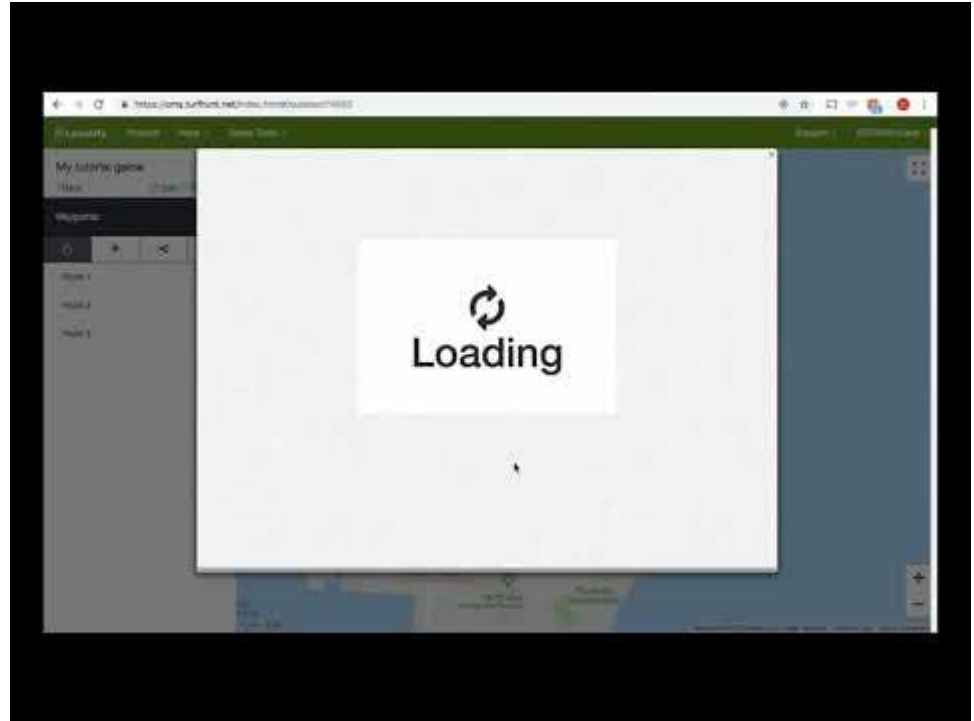
3. Add question challenges

Multiple choice answers:
- Question and answers can have picture, text or both.
- One answer is correct.

Written answer:
- Question has text, picture or both.
- Written answer correct if it matches one of possible answers.

Question Tree with multiple-choice:
- Answer can lead to another question.
- Picture and text or both for question and answers.
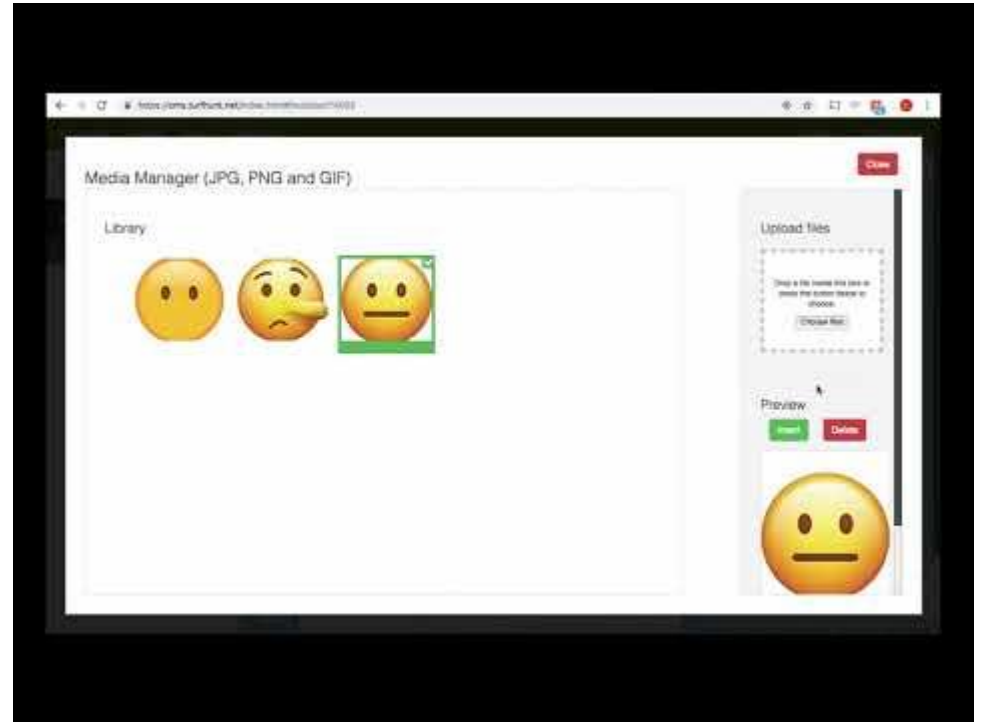
4. Add photo and draw challenges

Add photo challenges.
- Plain photo
- Draw on photo
- Decorate photo with images

Add draw challenges.
- Draw on a blank canvas
- Draw on a image

Simple memory game pairing challenge

5. Prepare game for publish to app

Add content about the game:
- Game name, descr., logo
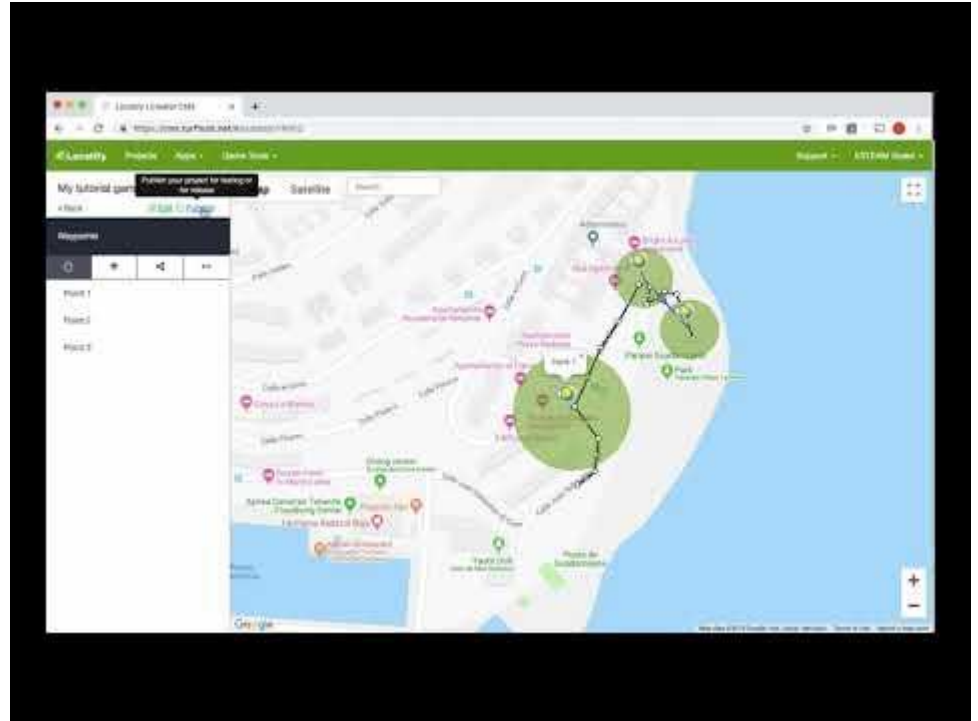- Directions to start the game
- Game Over message

Configure game settings:
- Location
- Start from the CMS

More:
- Coupon rewards
- Custom map
- Export game

Pulish for testing again and test the game

6. Publish and run the game
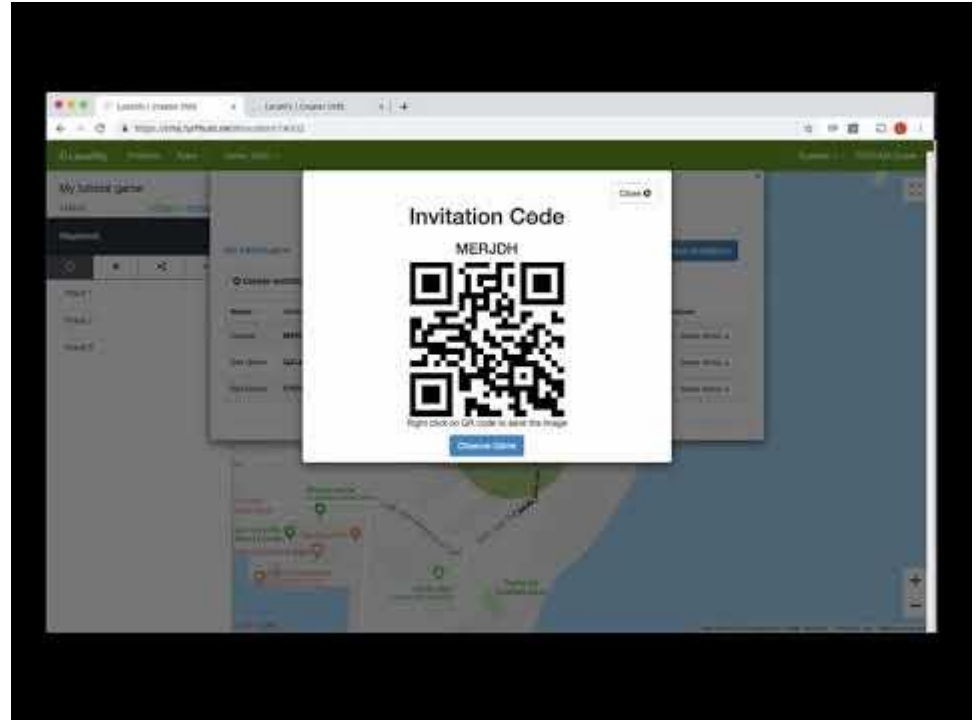
Publish game to TeachOUT app:
- Publish for 6 hours
- Create Game Instance

Game tools in the CMS:
- Invitation code
- Scoreboard
- Observer
- Send a message to players

Open TeachOUT app:
- Delete test game and refresh
- Download and join published game

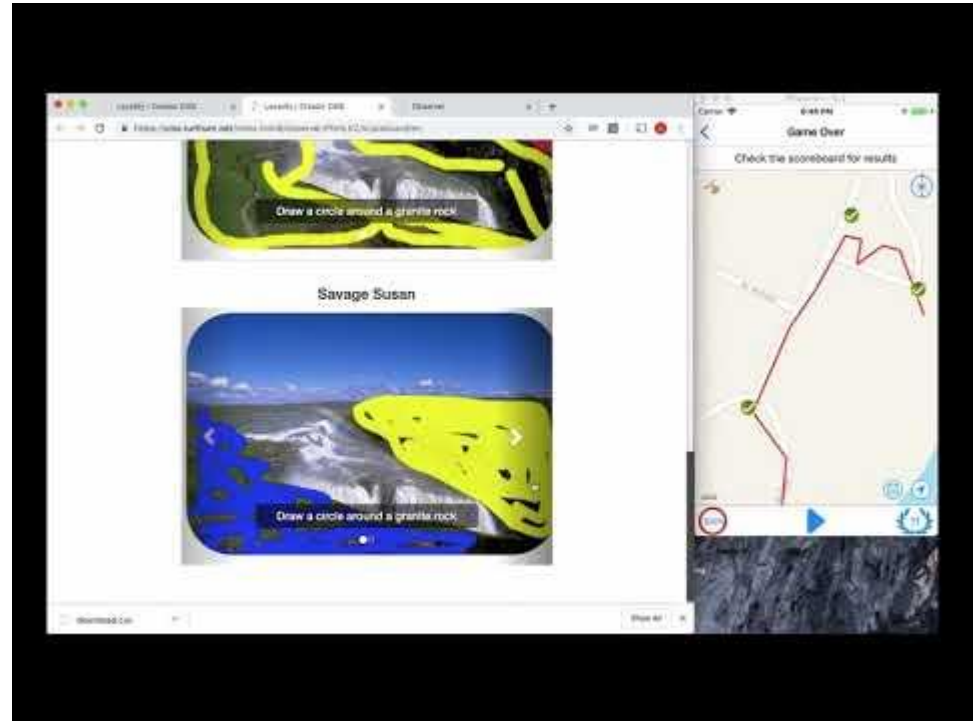# 7. After playing the game

App:
- Look over game after playing
- Scoreboard

CMS Game analysis:
- End game instance
- Edit Scoreboard
- Export Scoreboard to file
- Observer

CMS miscellaneous things:
- End game instance
- Question bank
- Start game made by another user

Well done!