PERIEGESIS

IO5
GAME GUIDE

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THE PARTNERS

IRSAM was founded 160 years ago in Marseille. IRSAM supports people with disabilities, mainly those with sensory impairments, in specialised (sheltered) workspaces, in mainstream settings, as well as in learning and training centres.

CHALLEDU is a non-profit, non-governmental organization that pioneers new models of learning, inclusion and engagement via game based methods.

Citizens In Power (CIP) is a non-profit, non-governmental organization from Cyprus that addresses the needs and demands of people through their involvement in social and civic life, by simultaneously providing them innovative material and free trainings related with a variety of fields.

The "PITAGORAS" Development Association was established in 2010 on the initiative of a group of people interested in popularizing sign language and building their own social competences.

The Turin Institute for the Deaf in Pianezza is an organization with ancient origins, founded in 1814 in order to take care of the education of deaf children and to train their teachers. The Institute is a non-profit Foundation.

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1. INTRODUCTION

1.1 Project Overview

' PERIEGESIS' (beautiful multi-meaning Greek/Latin word almost synonym to perambulation/ tour/ sightseeing/ voyage) is aiming to promote inclusiveness of Deaf and Hard of Hearing (DHH) people in vaults of cultural treasures; mainly museums, galleries, and similar cultural spaces. 'PERIEGESIS', is aiming for the inclusion of the sometimes marginalized group of DHH, by elevating the skills of hearing museum/and or gallery staff such as Docents, Public relations Officers, Museum Shop Managers, Museum Protection Staff, Tour guides and like, to be able to communicate with DHH. In a post-COVID19 era, all people will long for live human contact. All of us in the EU have felt the isolation via the lockdowns and the cut from other human beings. This is the isolation some of our fellows feel as DHH in society for all of their lives.

PERIEGESIS is aiming to help adults who already are or intend to work in cultural vaults to communicate via visual language with a very large percentage of humanity which includes DHH people. This will not only benefit DHH but also the upskilling of adult workers or adults who want to develop further skills thus having better chances of finding work. PERIEGESIS is also aiming to bring closer these cultural places to DHH. If museums are to be made attractive to a special target group, this means creating new groups of visitors and thereby generating more income and more publicity. It is widely accepted that language (in any form -visual or oral) is one of the most important instruments to communicate ideas and feelings.

Museums (and galleries) have been active in shaping knowledge for over six hundred years, thus their function within today's society is crucial and important (Greenhill, 1992). In addition, beyond shaping knowledge, museums and galleries have a multidimensional role of offering an inclusive experience of simultaneously learning and entertaining; important both for the individual person as well as to the global community (Falk, J. H., & Dierking, L. D. 2018). Accordingly, 'PERIEGESIS' aspires to target hearing employee staff who are directly communicating with visitors, in an attempt to make them get familiarized with visual language/s. Sign language should be considered as important (visual) and discrete language as the other (spoken) languages. Side-lining the visual language means automatically putting aside more than 466 million people and their opportunity to broaden their perspectives, knowledge, experience, and leisure acquired through visiting museums and/or galleries and other cultural spaces.

Through its well-defined structure; detailed analysis of management; analysis and development of intellectual outputs; bringing together projects partners from different backgrounds and its associated partners; "PERIEGESIS" aspires to benefit people from various target groups, such as:

- Adults/Individuals who are willing to be trained on the project methodology, will have acquired free access to all the material produced, benefiting mostly from O1 'PERIEGESIS Compendium' and O3 'Video Learning Directory for Museum staff';
- Adult coaches, trainers, educators, and sign language specialists who will be endowed with innovative material to be used towards the inclusion of DHH in cultural monuments, by developing the skills of the people working in them. This is achieved mostly through the O4 'Lesson Plans for DHH inclusion in museums' and the O5 'Digital Serious game', which offers an interactive, fun activity to learn; most suitable for the digital/ COVID era.

The tools that will be created include:

1. A Compendium, a comprehensive guide to being used as an introduction and as the theoretical framework, for the rest of the outputs translated into five languages.
2. Museum Learning Directory as a thesaurus of main phrases and dialogues on which the training videos and lesson plans will be based.
3. Videos developed for staff training and the basis of the digital serious game
4. Lesson plans which will include the aforementioned to enhance the skills of trainers and relevant professionals providing complete lesson plans to be used as educators' and/or teachers' and/or trainers' guides.
5. Digital serious game, which will enhance this project by combining knowledge in an interactive, engaging, fun way. While playing, people learn the difficulties DHH might face in touring a museum/ or gallery, and how to communicate with DHH (whilst not necessarily becoming bilingual), through learning the local sign language and international signs.

1.2 Objectives of Periegesis Game

The aims of O5- "Periegesis" Digital Game is to motivate adults who work (or intend to work) in the field of museums, galleries, cultural places, or any relevant tourism/cultural industries to strengthen their skills and develop new ones concerning accessibility.

The game scope is to cooperate to enjoy a 'PERIEGESIS' (=tour) in the museum. Specifically, the serious game will challenge the players to learn the main dialogues in the field by playing. Serious games are considered today one of the most innovative and effective ways of learning. They are being explored in particular for their potential to increase user engagement that can be promoted through "fun" and interactive game design approaches which further increase the interest of players on learning a topic.

The development of O5-"Periegesis" GAME is a combination of all the acquired knowledge and material of O1, O2, O3 and aims to facilitate as an activity in some (if not all) the lesson plans of O4.

This game guide addresses trainers, Universities, sign language centers, museum education departments and HR staff of museums etc, and is available in all languages of the consortium.

Digital Game is combined with a guidebook for playing the game.

After reading this guide you will have learned:
1. About the "Periegesis" project
2. What is the content and mechanics of the game
3. How to download the game
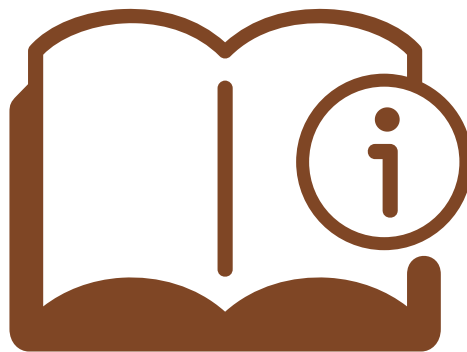
1.3 Methodology followed for the development of the Digital Game and Guide

The development of the "Periegesis" Digital Game and of this guide was achieved through the following activities:

1st Activity: Challedu, developed the frame of the game and defined the main parameters and mechanics of the game based on O2 and O3. Challedu decided the main mechanism of the game and the core scenario (scope of players, levels, challenges, mechanism of challenges, mechanism of interaction, etc).

2nd Activity: The script of the game was co-designed by all partners based on the frame and main mechanic of the game (O5-A1) and O2, O3 guides.

3rd Activity: Specialized game developers and designers of Challedu developed the first version of the game

4th Activity: The development of the environment, characters, and all graphic material of the game followed by professional and specialized game developers and graphic designers of Challedu. Partners translated the game phrases into their languages.

5th Activity: At this stage, Challedu developed the present game guide in order to facilitate the playtesting.

6th Activity: Each partner organized two play-testing workshops with the participation of people and experts from all the direct target groups of the project, namely DHH people, museum workers, and tourism sector executives, in order to obtain feedback and identify possible bugs in the game. Questionnaires were filled out both by participants and trainers in order to receive their feedback

7th Activity: After taking feedback from the play testing workshops with the first version of the game, Challedu, finalized the game and refine it in terms of graphics, mechanics, script etc.

8th Activity: In the end the digital game was uploaded in play store in all the partners' national languages.

2. THE KEY CONCEPT AND FEATURES OF THE GAME

Welcome to "Periegesis" Digital Game! A game that aims to enhance this project by combining knowledge in an interactive, engaging, fun way. While playing, people learn the difficulties DHH might face in touring–"periegesis"- in a museum/ or gallery, and how to communicate with DHH (whilst not necessarily becoming bilingual), through learning the local sign language and international signs.

"Periegesis" Digital Game has two players. Player one will take the role of a DHH and player two will take the role of the "hearing employee". Both players enter a "Museum". The players will try to do a tour inside the museum by selecting different areas.

There are 4 different areas, with different contexts in each one: Entrance(welcome), Gallery A(Navigation/Events), Gallery B(Safety Rules, Emergency), and Shops(Miscellaneous). In each room the player will have the opportunity to see different videos connected with the relevant theme.

This game is designed for mobile phones as an application and can be downloaded via play-store. The application can be found in 5 versions depending the language that is used in the sign language videos. The available versions are: French, Greek, Italian, Cypriot, Polish.

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2.1   Start

In the beginning of the game the player faces the entrance of a museum and the starting screen gives to the player the choice of clicking to:
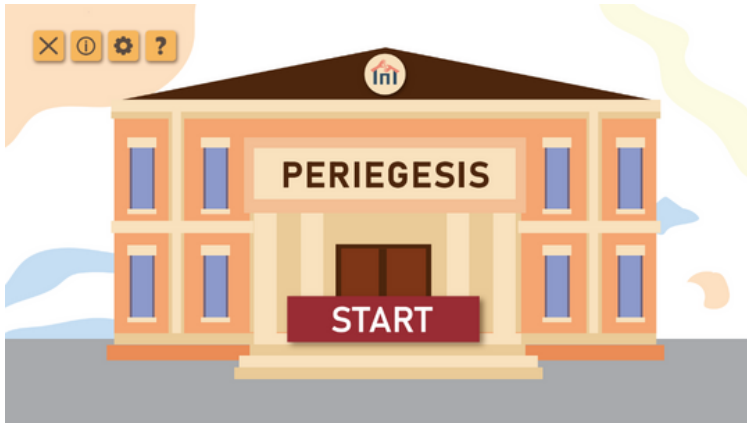
"Start"– The game will start

"Settings"– The player will go to the settings of the game

"Info"– Information about the project

"Tutorial"– How to play the game

"Quit"– Exit the game

Tutorial' in order to watch a presentation that explains what the player has to do, how to continue, and the goal of the game. In case the player wants to watch this presentation again there is the button ⓘ inside every room as well.

In the 'Settings' button the player may find the options:

'Sound' in order to select if she/he prefers to listen to sounds of the game

'Language' in order to select in which language there will be the texts of the game. For each app the player can choose between English and the national languages e.g. Greek, French, Italian, Polish

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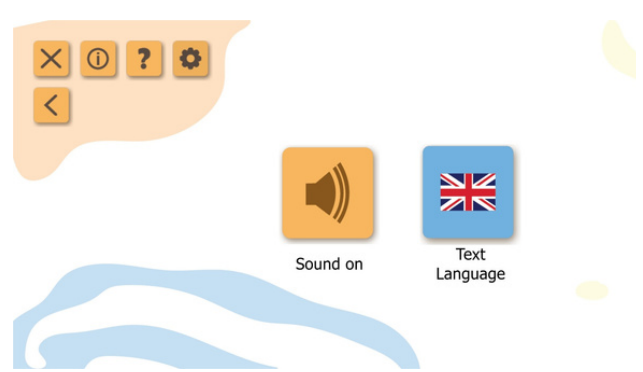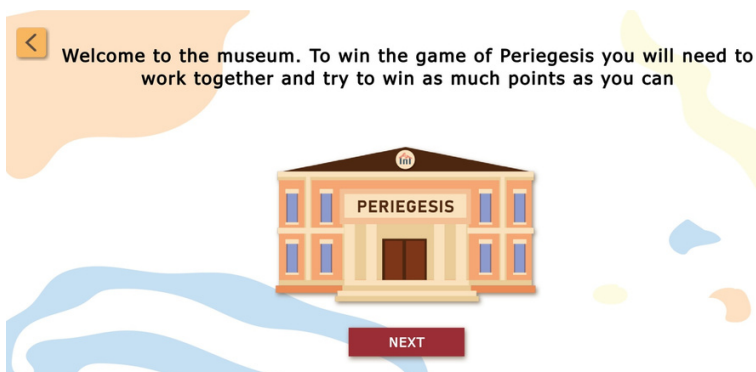
2.2 Tutorial

Opening the tutorial, the player has the opportunity to read with all the details, how the game is played.

-Welcome to the museum. To win in the game of PERIEGESIS you'll need to work together and try to win as many points as you can.

-This is the museum's map. To start your tour and the game, a player must select an area on the map by tapping on it.

-The player will watch a phrase in sign language and try to sign it. The player may watch the phrase again in order to describe it better.

-When s/he has completed it, s/he can press the "next" button. Attention! The video must not be watched by any other player before pressing "next".

-The game will ask the player to pass the device to the next player in the group and s/he will press the "next" button.

-That player will see two phrases in sign language and must choose the one they believe the previous player described.

-If the choice is correct then the whole team wins points. If it is wrong then no one gets points.

-Then the player holding the device watches a new video and has to sign the next phrase. The game continues in the same way until you visit the whole museum.
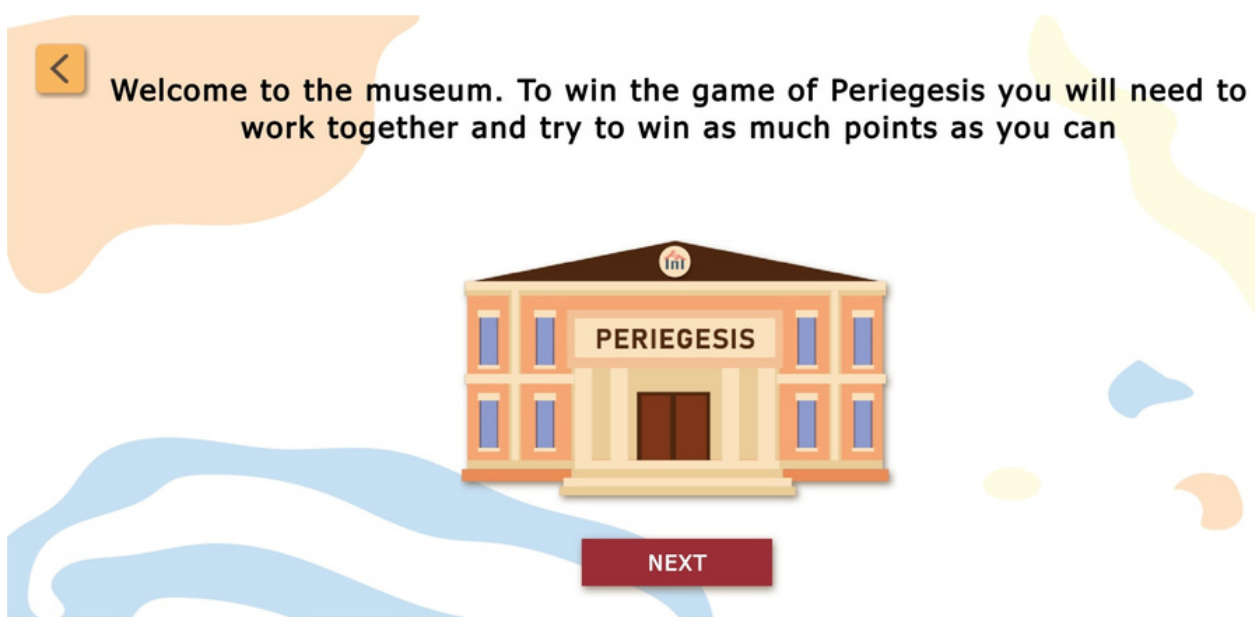
2.3 Areas

Inside the museum, there are 4 different areas. There is no specific order that the player has to follow but to complete the game he/she must complete the tour in all the areas. In each areas, 3 videos will be shown related to the context of the room.

The first one is the "*Entrance*" that contains welcoming phrases, relating to museum entry, ticketing and related information. The second one is "*Gallery A*" with phrases that have to do with the museum tour and practical information. The third one is "*Gallery B*", that shows phrases related to rules and safety in the museum. The last one, "Shops", includes phrases used in the context of the cafeteria or restaurant.
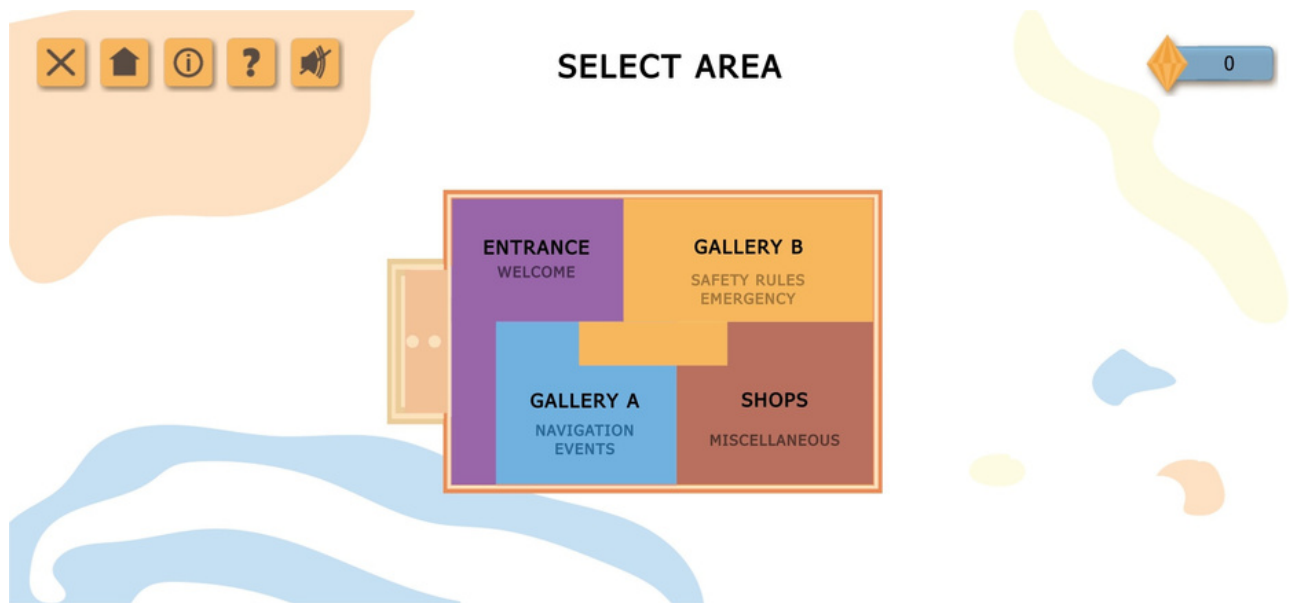
2.4 Win

Win an area

As explained earlier the game must be played by (at least) two players that change roles in every round. Each time one will take the role of a DHH person and the other of the "hearing employee. The players have to select one of the areas, enter, and then do the following steps:

- Player n.1 will watch a phrase in sign language and try to sign it (the player can see the video multiple times)

- When s/he has completed it, s/he can press the "next" button.
- The game will ask the player to pass the device to the next player in the group and s/he will press the "next" button.
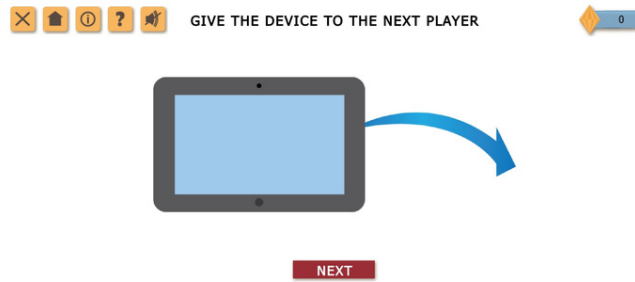
- That player will see two phrases in sign language and must choose the one he/she believe the previous player described.
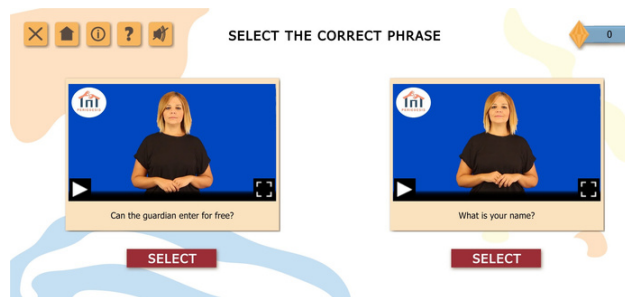
If the guess is correct, the team wins 10 points, and another video will come up.

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In total 3 videos will come in each area. If all answers are provided correctly the team wins that area, and the color of the area will become gray.

Win the game
In order to win the game the players have to successfully complete all 4 areas, and collect points. Depending on the total points that they have managed to collect they will see one of the following messages:

Congratulations
*The points you collected are (110-120) and you had a perfect tour.*

Congratulations
The points you collected are (70-100) and you had a very good tour.

Congratulations
The points you collected are (30-60) and you had a mediocre tour. We believe that you can do better. Try again

Congratulations
The points you collected are (0-20) and you had a not so good tour. We believe that you can do better. Try again
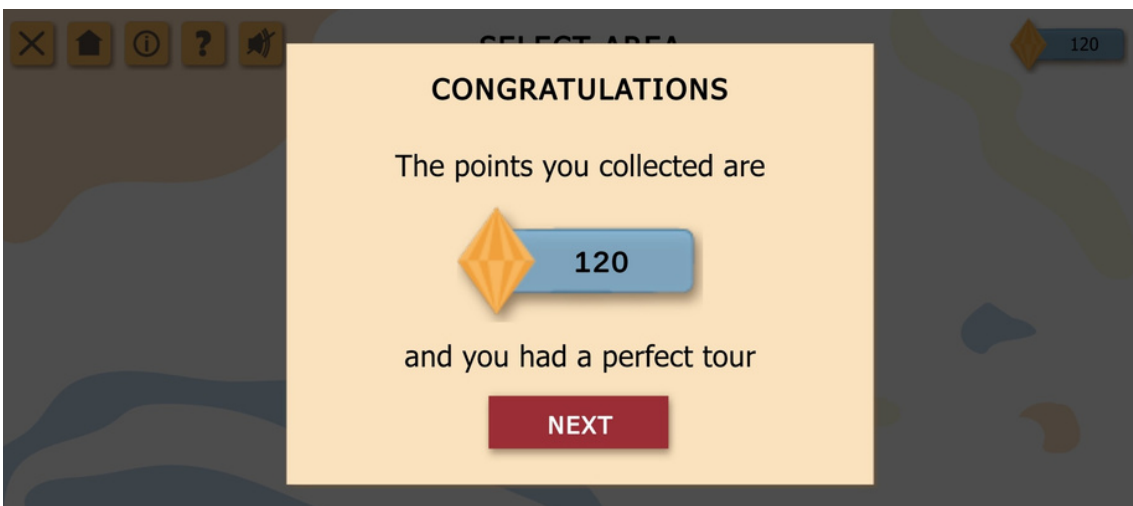
3.HOW TO DOWNLOAD THE GAME

3.1 Technical requirements and the process

The "Periegesis" Digital Game is available in the Play Store and can be downloaded in all android devices.

The game is available in 5 versions in all partners' languages, namely French, Greek, Italian, Cypriot, and Polish, depending on the language that is used in the sign language videos.

1. Open Play Store on your device
2. Search using the name of the game "Periegesis" and the language that you want the game to be.
3. Click on the "Download" button
4. The game will be downloaded in your device ready to use.
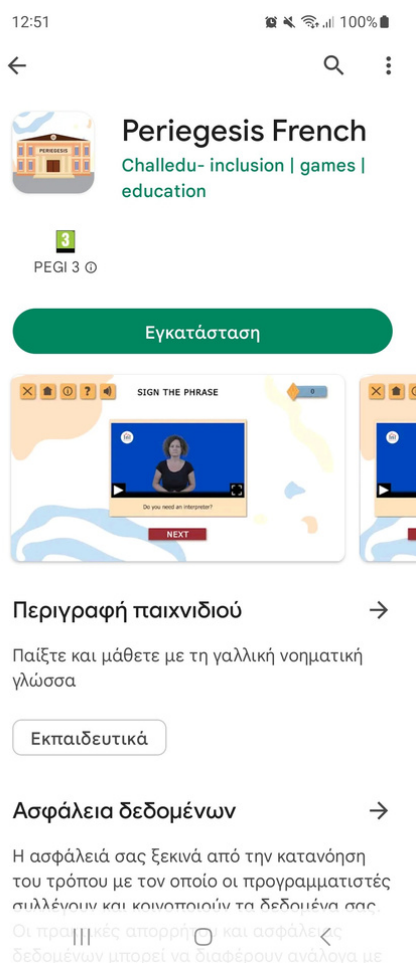
Contact our team in case you face problems in downloading the game at play@challedu.com

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