



## INSTRUCTION MANUAL

# ECOLES VIRTUAL CONSUMER MANAGER GAME



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## Introduction

The ECOLES Virtual Consumer Manager Game is one of the Intellectual Outputs of the ECOLES project.

This document has been created to give you **instructions** and **tips** that will help you when you first start the game.

You will learn:

- how the game mechanism works,
- how to select a game language
- how to create virtual classes that will help you track the progress of your students.

*In the beginning a little theoretical background. Let's find out for what purpose ECOLES game was created and for which target group it is directed.*

The game was created for young students and all stakeholders who want to develop their knowledge and skills in economic and consumer education. The scenarios in the game are targeted at students between the ages of 7 and 18.

The game is an interactive solution that is also suitable for teachers to use in their daily work in the school environment.

During the game, the player will be able to act in imaginary situations and his/her task will be to react and thus practice understanding basic concepts related to economics and consumption. By being able to play different roles, the player will be highly involved in the educational process and thus will acquire new knowledge and skills through various engaging activities.

## How to start a game?

You can start the game directly by visiting this address:

<https://dcnet.eu/ecoles/>

## How to play?

1. The first step is to choose the language in which the game should be displayed. There are 5 languages to choose from: English, Polish, Bulgarian, Estonian, and Greek. You can select the language by clicking on the individual flag.



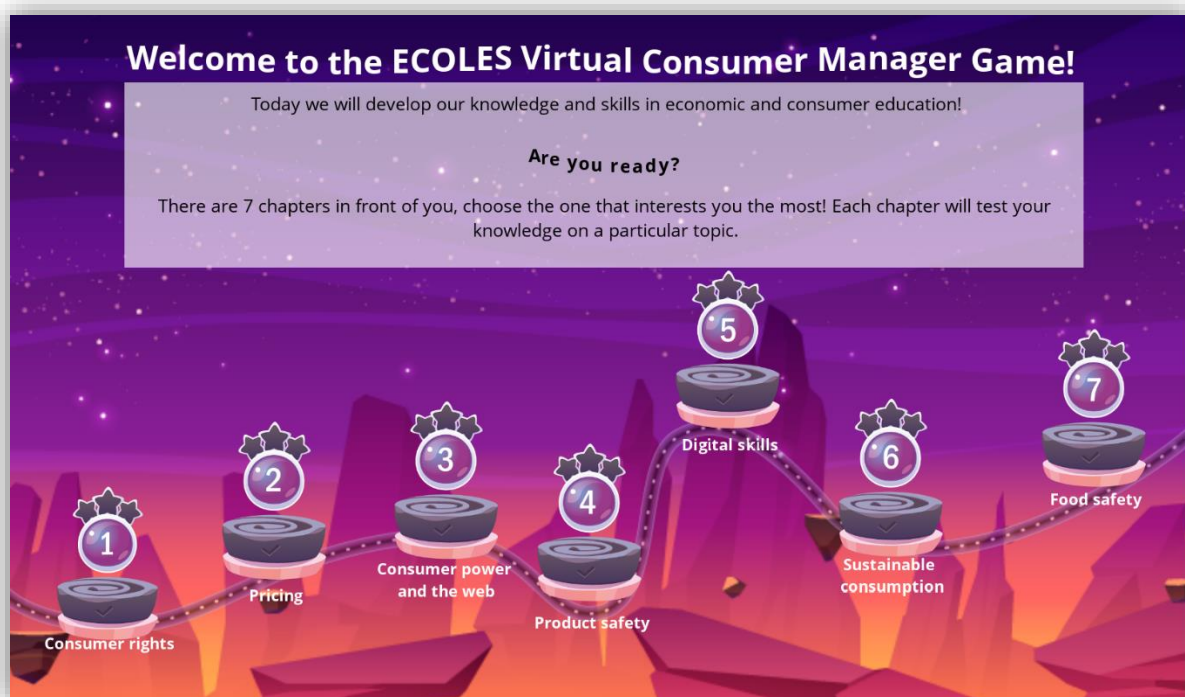
*Picture 1. Choose your language*

2. We then choose the age range we belong to. The scenarios in the game are divided into two levels of difficulty. The first level from 7-12 years contains simpler tasks and more picture elements, while the scenarios for the 13-18 group are more complex.



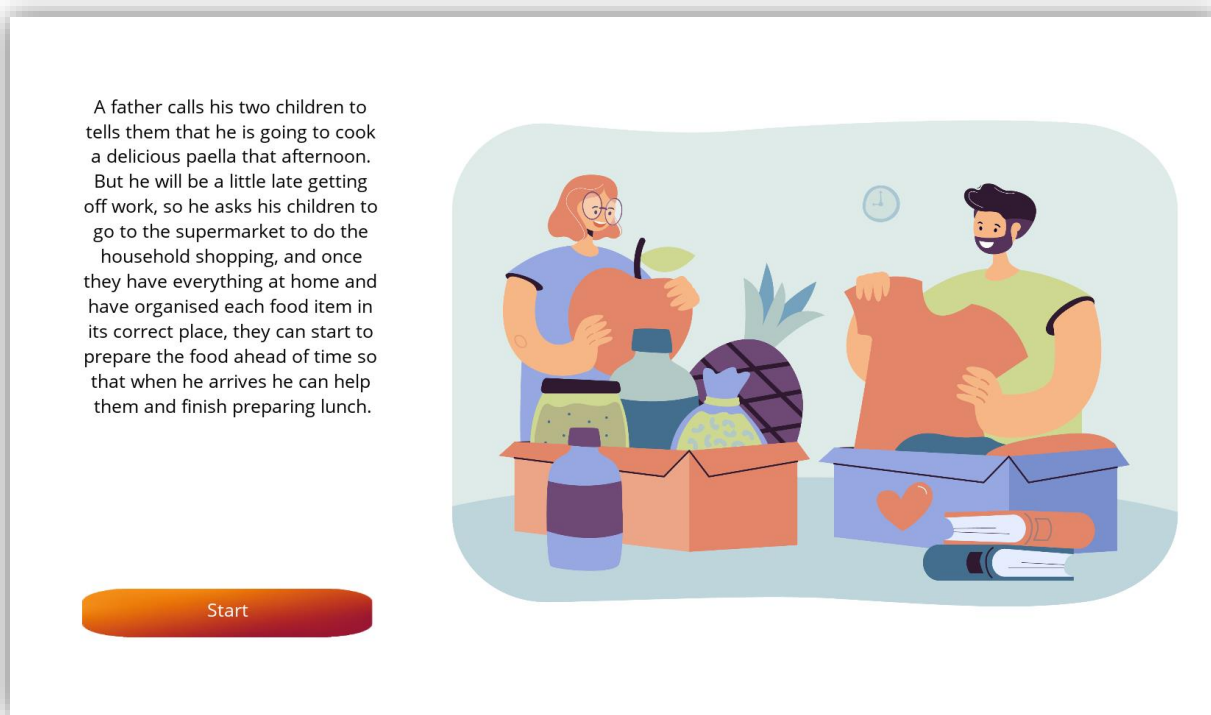
Picture 2. Select difficulty level (age group)

3. Once we have chosen our language and age range, we move on to the introduction board, where we learn what skills we can develop while playing ECOLES. There are 7 modules on the introductory board. You can choose topics in order or choose the ones that interest you most. It all depends on you!



### Picture 3. Introductory board

4. At the beginning of each scenario, there is a brief introduction to help the player get into the role. If you are already familiar with the text and want to continue, **press the 'START' button.**

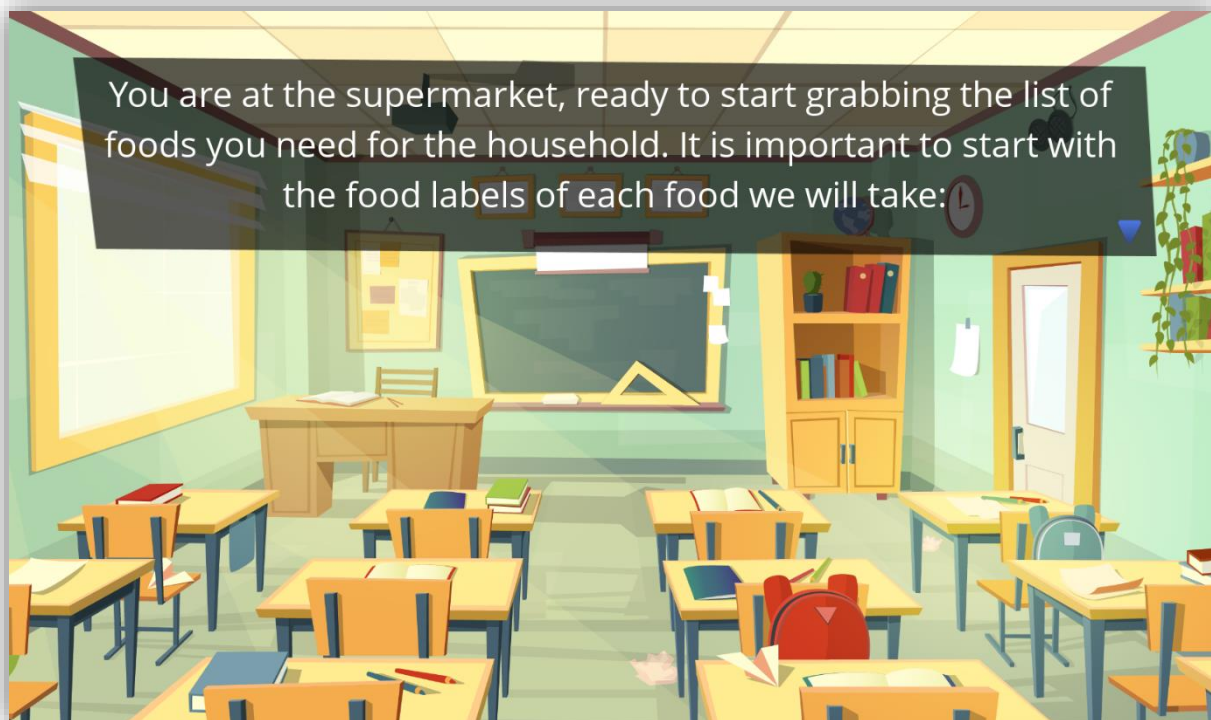


### Picture 4. Introduction

5. Then we move on to the tasks! You will find 6 tasks in each module. Some of them are simple questions with one answer, some with several correct answers. You will also find drag and drop tasks.

6. When text appears in a task and we have already read it, we need to press the spacebar to move on.





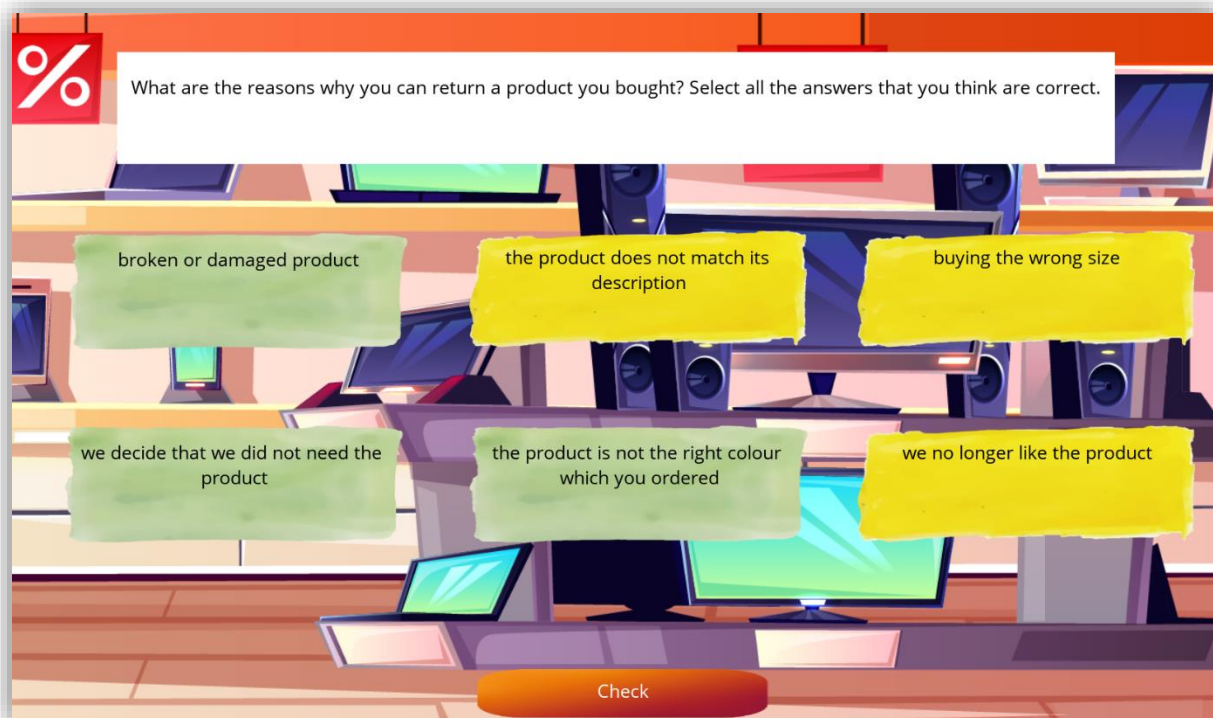
*Picture 5. Task 1*

7. If you already know the answer and want to select it, just click on it. The game engine will automatically direct you to the next task.



*Picture 7. Question with one correct answer.*

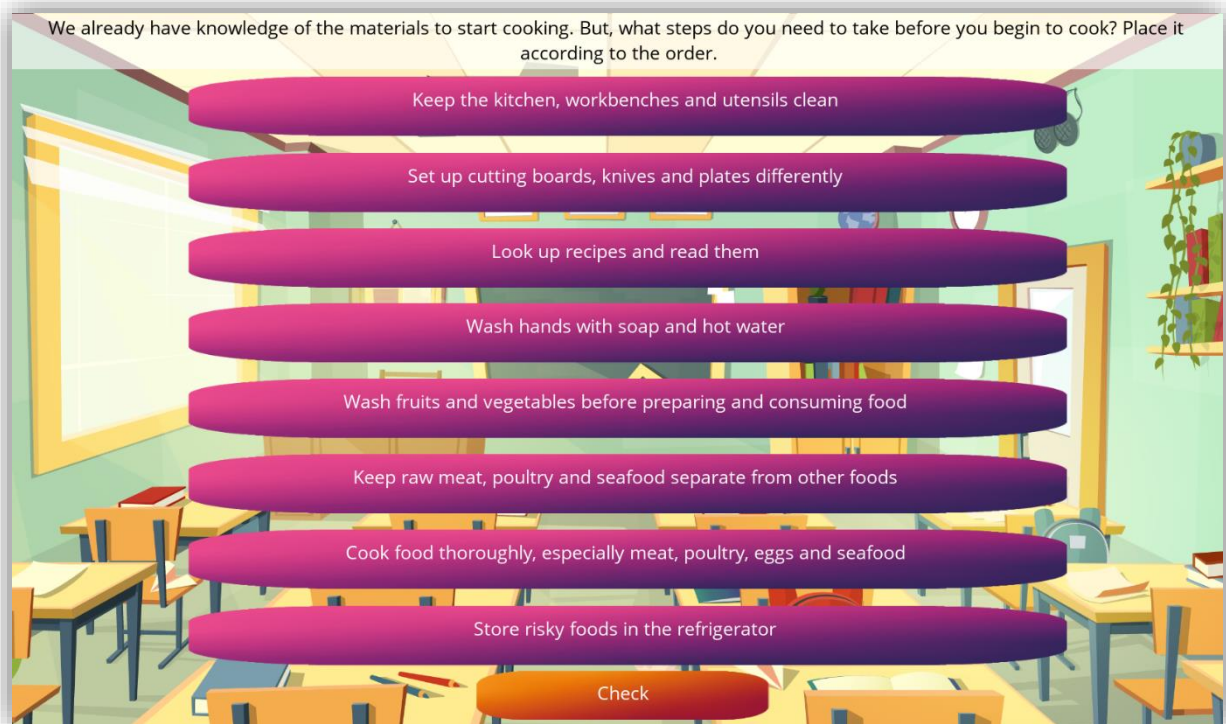
8. For multiple choice questions, click on the answers you think are correct (the selected answers will turn yellow) and then click 'CHECK'.



*Picture 8. Multiple choice question*

8. For tasks where we need to establish the correct order, all we need to do is drag the items up and down or right and left with the mouse.





*Picture 9. Drag and drop question*

9. At the end of each module, we get a score that summarizes our knowledge of a particular topic. If you are a student and your teacher has created a virtual classroom, this score will also be accessible to the teacher as they can track your progress through the game.



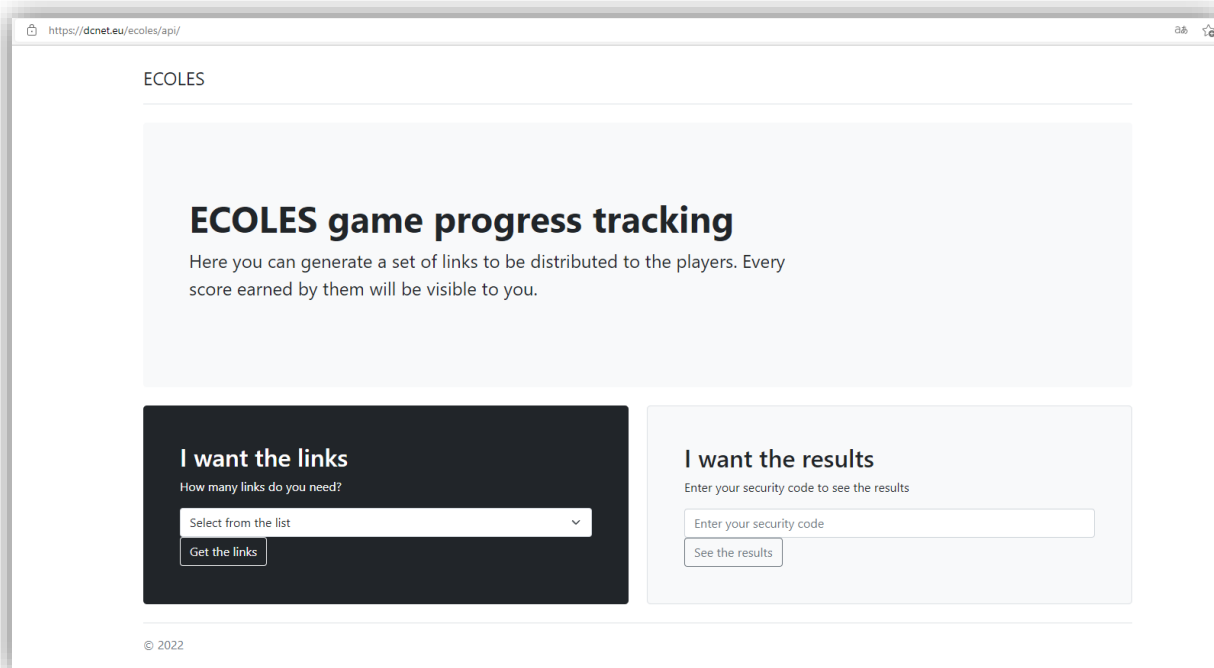
*Picture 10. Percentage score*

10. We can go through all the modules an **infinite number of times**, if you feel that you want to **improve your score** or you just enjoyed a particular exercise, don't hesitate and **play again!**

#### ECOLES game progress tracking

If you are a teacher and If you would like to track the progress of your students, you need to create custom links. This can be done by visiting the address:

<https://dcnet.eu/ecoles/api/>



*Picture 11. ECOLES game progress tracking*

In the first step you need to indicate how many individual links you need, and after that, a security link will be created for you.

**You need to save your link** to visit the results in the future. On this page, you will also see links for the players. The player needs to visit the game using a different link to track the results.

An example link looks like follows: <https://dcnet.eu/ecoles/?player=d0d1a502-9073-4279-af5a-f6f2e7669bcf> and you simply need to distribute the links to your students.

## ECOLES game progress tracking

Here you can generate a set of links to be distributed to the players. Every score earned by them will be visible to you.

Your secure link: <https://dcnet.eu/ecoles/api/?code=fbcc121e-9d61-4015-afe6-b64a4b8f1a1c>

The list of all links for the players is at the bottom of this page.

Player	Level	Score	Date
6186f781-9703-4db1-adfb-a03c4ce17de3	ConsumerPowerKid	42	2022-01-31 15:06:33
6186f781-9703-4db1-adfb-a03c4ce17de3	ConsumerPowerTeen	0	2022-01-31 15:03:57
6186f781-9703-4db1-adfb-a03c4ce17de3	ConsumerRightsKid	0	2022-01-31 15:03:57
6186f781-9703-4db1-adfb-a03c4ce17de3	ConsumerRightsTeen	58	2022-01-31 16:03:10
6186f781-9703-4db1-adfb-a03c4ce17de3	DigitalSkillsKid	0	2022-01-31 15:03:57
6186f781-9703-4db1-adfb-a03c4ce17de3	DigitalSkillsTeen	41	2022-01-31 16:04:05
6186f781-9703-4db1-adfb-a03c4ce17de3	FoodSafetyKid	0	2022-01-31 15:03:57
6186f781-9703-4db1-adfb-a03c4ce17de3	FoodSafetyTeen	35	2022-01-31 16:00:52
6186f781-9703-4db1-adfb-a03c4ce17de3	PricingKid	0	2022-01-31 15:03:57

*Picture 12. ECOLES game progress tracking (Teacher's view)*

## Summary

In the above 10 steps, you learned how you can use the ECOLES game. We hope the tips and instructions were helpful for you! However, if you need further guidance, please feel free to contact our project partners, they will be happy to give you further advice if you need it!