THE TOURBINE GAMES

D4.3 Community-based Tourism App

Tourbine

TOURBINE/101093302
ERASMUS+
YOUTH-2022-CB

https://ivetagr.org/tourbine/

START playing NOW!

introduction

APP MOCK-UP IDEA

THE INSIDE APP

the templates

Most cities are designed by urban planners and architects, who leave their footprint through multiple buildings that become iconic pieces of cultural heritage. From ancient times, tangible and intangible heritage has existed that can be transformed into a Game.

The Tourbine project's question is, *"What if citizens can play games based on Heritage stories in the form of emotions?"* Then, we could create thematic maps, seeing the city from a different angle and bringing to light muted voices.

The stories

General concepts

○ Geolocation with the mobile phone. When used with your mobile phone, the App automatically geolocates you to your current position. It uses layers of information from Google Maps that we have customized to give you a better experience.

○ Geolocation from your computer. When you use the App via web format at home, in the office, or anywhere else, Google Maps geolocates you through your IP Address. The App features enable you to place your Story on the map, including videos, photos, emojis, or text. That particular feature allows you to publish through multiple devices.

○ My Story. Your Game-designed Story is always connected to any experience you want to bring to light.
From a place to something that happened to you at a particular point, to a cultural heritage event, a corner of your city when you met someone for the first time, the fresh smell from a bakery that triggers a childhood memory, a dream you have, or a building that no longer exists, there are no limits. All stories are welcome because cities are made of hidden stories written daily.
Your Story is about an emotion at a geolocated point in the city. You tell the Story with text, emojis, photos, or video. Your Story is part of a significant urban tapestry component enabling new emotional thematic maps to interact with locals and visitors.
Anyone can interact with your Story by sending private messages, posting comments on the Story and emotions, connecting your emotions with their feelings, co-creating new stories, and much more.
In the same way, you can interact with all the Stories.

The app interface is multilingual, and Google translates the Story into English from almost any language.

What do we want to discover?

We focus on the question:

Does the construction of a collective game imaginary through an App enable?

1. *The development and the visibility of a new digital tourist service?*

2. *The creation of thematic maps through citizens' shared emotions?*

- What is the potential influence of the different emotions connected to places/cities on the relevance of these person-place relationships to other people and people's interest in exploring this personal data?

- Do technological devices and services utilize people's emotional and social connections with places in the urban environment in novel ways?

- New EMOTIONAL layers have already been added to the urban environment with the proliferation of smartphones and digital tools.

This EMOTIONAL layer offers the possibility to augment our experiences and emotions of the places in the city. Still, to that end, there is a growing need to understand person-place relationships better. We would like to involve citizens in creating new content and thematic maps of user experience with content based on storytelling geo-referenced in the territory and retrievable via mobile App to create new information layers for new game design inspired by the player.

We need your help to design an app to capture the citizens' emotions and feelings based on your stories about the places. In that sense, we have prepared a list of emotions and want to know if you agree. The project proposes an innovative implementation of the rich tourism experience of the partners' countries. It increases citizens' sentiment of sharing local tourism-related values and co-creating geo- referenced stories and places. Emotion/Thematic maps can help understand the personal, emotional relationship that people currently have with personally meaningful places in the city and explore the potential and value of sharing this personal geolocated emotion data with other people in novel ways shortly.

- **Place**: A meaningful location

- **Place attachment**: The emotional bond that characterizes the relationship
  between a person and their personally meaningful locations, which develops
  from people's in-place experiences & emotions

- **Story**: written by the citizens and not by the tourist operators

- **GDPR**: about cookies and other private information rules

The Goal: The Game App design is about understanding the app creation process from both the designer's and the user's points of view. It doesn't look for the perfect app design, but it is essential to understand what kind of games can be developed (strategy, role, explorer, adventure, discovering) once you have designed the right features. The training does not include the coding part, but including a coder enhances the results.

The Learning outcomes
1. Understanding the process of an App creation
2. Understanding how to implement design thinking steps
3. Understanding UX, UI and coding the APP.

The Game App module includes:
1. How to find out what Game App features needs to be implemented
2. What the Game App allows the player to do in the interactions
3. What data is collected from the player based on the Game challenges
4. User experience: what is the objective of the Game
5. User interface: how easy is it to play with the interface on mobile devices
6. The thematic maps you can make with the answers provided by the players

The Module Tasks
To follow, we explain how to structure an App's creation based on how the game app has been designed. Tourbine App is just one way to do it, but you may have a different one.

Module 1

How to determine what features a Game App should have. Creating an App is based on the design thinking concept and the Agile framework. Design thinking requires four steps: ideation, prototyping, testing, and iteration. The agile framework explains the importance of having a backlog with all the features the app must do and how you will code the features across different sprints. Combining DT and Agile is essential since you often interact with the final user and the coder.

The steps you have to follow are these. You need to know your players' desires, understand the app's fit for purpose, and understand why the player may use this app and its features. How do you know your player's needs? The only option is to ask them. See as an example:
1. Organise a testing group based on your player's profile
2. Create a first draft; that is the ideation process of Design Thinking. We strongly suggest you use MIRO boards for the first design and prototype.
3. You have made both face-to-face and online; now is the time to iterate based on the insights you got from the players.

Assignment for your Team:
Given a particular game idea, e.g. "how to capture citizen's sentiment to design new products and services based on Heritage Games."
1. Ask them to design a mock-up idea of an App
2. Ask them to prototype the concept using the MIRO board
3. Ask them to organise a face-to-face meeting to present the App
4. Ask them to circulate the MIRO board link to get online feedback.
5. Make a retrospective of the insights
6. Redesign the App features
7. Make a new iteration test with a different target group

Module 2

What the App does: You must understand what it should and should not do. Many times, some of the features requested are not used.
The recommendation is not to code what you do not need. Understanding the app's fit "for purpose" is essential. What information do you want to collect or enable the user to have?

Assignment for your Team:
1. Ask them to explain what purpose each App feature serves and use the SCAMPER model (https://www.designorate.com/a-guide-to-the-scamper-technique-forcreative- thinking/)
2. You will discover many exciting things and certainly improve the features.

Module 3

What data collects The primary purpose of any App is to collect data in text, photos, video, or maps. You must understand what you will do with the collected data and how you will analyse it, whether you are looking for quantitative or qualitative data, and what software you will use for the analysis.

Assignment for your Team:
1. Ask them to define the kind of data and for what purpose they will use it.
2. Double-check if the data has a feature enabling information collection. We suggest you implement https://www.liberatingstructures.com/1-1-2-4-all/ to extract ideas about the data connected to the features.

Module 4 - 5

User experience and User interface.
We refer to the App design and what the user can do with the app. The importance of feedback through multiple iterations has been highly demonstrated. Another point is that the user is already immersed in many different Apps, so the facto standard is available on Instagram, Facebook, and many other Apps. Start from there. Business—and life in general—has become increasingly dependent on the Internet web apps and mobile apps. As a result, companies have found that the best way to compete on the web is to prioritise building an attractive and efficient user interface (UI) that optimises the user experience (UX). We define a user interface, discuss UI vs UX elements and provide tips for creating an interface that converts users into players.

Assignment for your Team:
Given a particular problem, e.g. "how to capture citizen's sentiment to design new products and services based on Heritage Games."
1. Ask them to design a mock-up idea of an App
2. Ask them to prototype the concept using the MIRO board
3. Ask them to organise a face-to-face meeting to present the App
4. Ask them to circulate the MIRO board link to get online feedback.

5. Make a retrospective of the insights
6. Redesign the App features
7. Make a new iteration test with a different target group

The Agile framework plays a role in this module because you create the backlog of features and divide them into Sprints. The Sprints for testing and iteration are coded one after the other based on the user's insights.
However, you have to decide on a minimum App structure. We suggest you use this https://www.liberatingstructures.com/7-15-solutions/

Assignment for your Team:

1. Define the must contain the app. Use the criteria from the user's point of view. Must be able to.........?

2. Once you have the features, look for a coder and have a conversation to experience their thoughts and what they can do. Resources: The designer's job contribution is based on the training content and looking for resources.

Conclusions: From these seven steps, you can create the App prototype for any purpose you may need. • The more critical thinking you develop with your team, the better and easier it will be to code the app. • If you plan to create a service or a specific product with the App data, it is worth involving the final target group in the conversation.

the **mock-up**

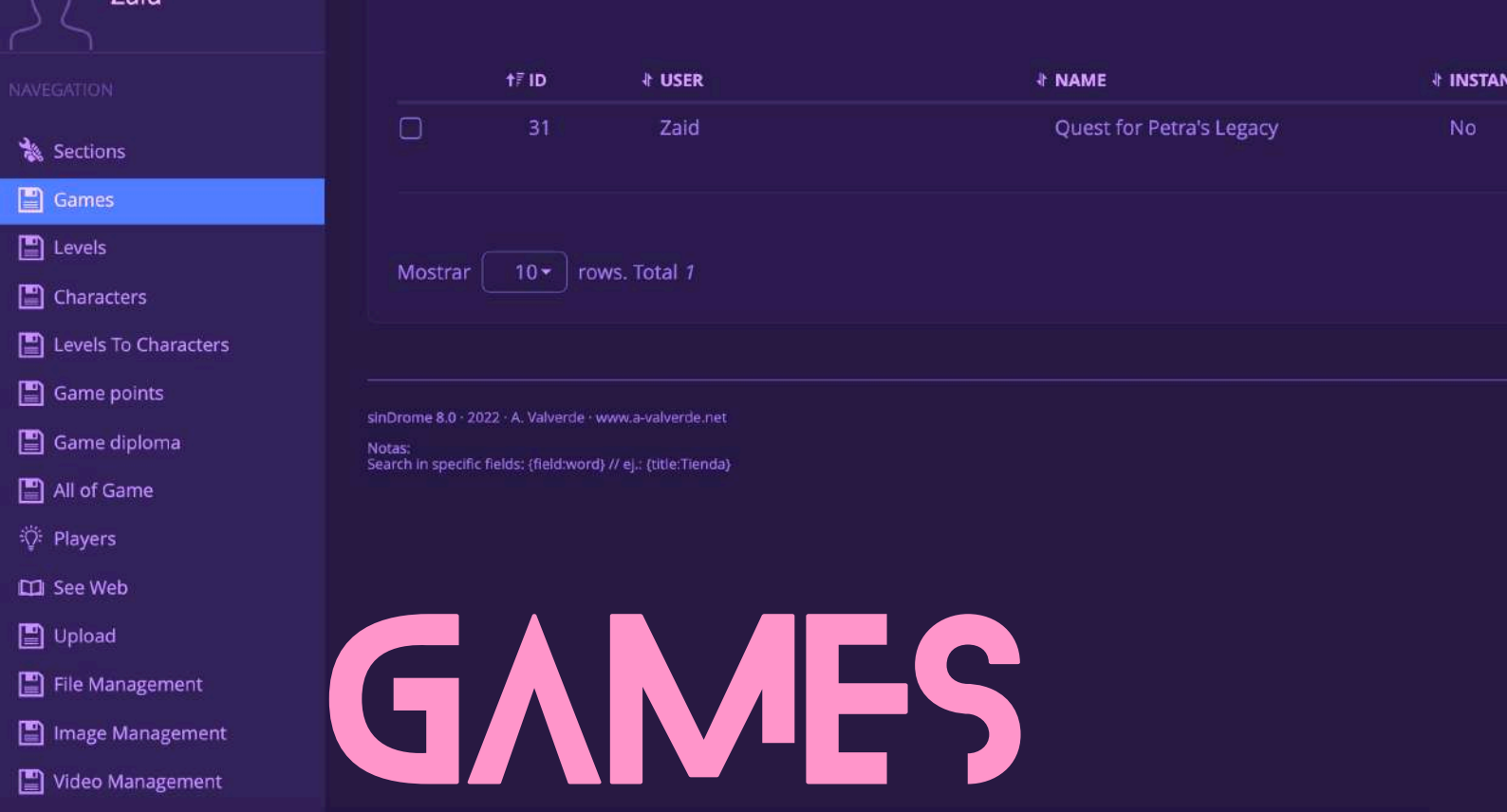# game platform

- go to the mock-up
http://ivetagr.org/tourbine/app-mock-up.pdf

GAMES

users

LEVELS

characters

players

all games

- 🎏 Sections
- 💾 Games
- 💾 Levels
- 💾 Characters
- 💾 Levels To Characters
- 💾 Game points
- 💾 Game diploma
- 💾 All of Game
- 💡 Players
- 📖 See Web
- 💾 Upload
- 💾 File Management
- 💾 Image Management
- 💾 Video Management

	ID	USER	NAME	INSTAN
☐	31	Zaid	Quest for Petra's Legacy	No

Mostrar [10 ▾] rows. Total *1*

sinDrome 8.0 · 2022 · A. Valverde · www.a-valverde.net
Notas:
Search in specific fields: {field:word} // ej.: {title:Tienda}

GAMES

On the left side of the image, there is a list of the features the game platform enables as the UX interface.

Our platform's user-friendly interface empowers game designers to effortlessly customize a series of features to their liking. The software seamlessly integrates these customizations, ensuring a smooth User Experience (UE).

Once the user is created in the platform by the 'Puppet Master ', the game designer can start making their game. The most important concept here, and what truly sets this platform apart, is its innovative integration:

1. The game designer can create a linear game

2. Our platform unleashes the creative potential of game designers, allowing them to branch their games and move from the virtual world to real-life scenarios in the game territory, fostering a dynamic and imaginative game experience.

3. The game designer can also create multiple game rooms, allowing for parallel games to be played.

4. The game can be controlled with a mobile phone or computer, providing flexibility and convenience to the game designer.

5. Player's AI chat rooms are created to integrate the game avatars to have a third point of view as an observer of the game.

DATA REVIEW

Name (?)

MAGIC PYRAMID

User (?)

BELBIN

Password (?)

bosnia2023

Permissions (?)

- [ ] Sections
- [x] Levels
- [x] Game points
- [x] Players
- [x] Upload
- [ ] Video Management

- [ ] Users
- [x] Characters
- [x] Game diploma
- [x] See Web
- [x] File Management
- [ ] Color Management

- [x] Games
- [ ] Levels To Characters
- [x] All of Game
- [ ] SQL Adminer
- [x] Image Management

Start (

Games

Cancel   Save

USERS

NAVIGATOR

- Sections
- Users
- Games
- Levels
- Characters
- Levels To Characters
- Game points
- Game diploma
- All of Game
- Players
- See Web
- SQL Adminer
- Upload
- File Management
- Image Management
- Video Management
- Color Management

Alberto V.

Creating users is a privilege of the Platform Puppet Master.

Most users get all the features listed under permission to create their games.
For some of the features, some advanced skills are requested:

-SQL administration knowledge

-Levels to characters clarity definition on the game

-Permission to create new users

-New game sections

The game platform enables the designer to create unlimited levels based on the plot, mission, rewards, challenges, and multiple interactions the designer plans.

An advanced feature allows the game puppet master (different from the platform one) to visualise critical data holistically.

You can easily see the title, the order, and the status since the platforms enable the creation of different kinds of levels, visible or invisible, pop-ups, info, and normal and connect them with a map. All these features are coded behind the interface.

Managing the game and how game levels are performing is one of the objectives of this feature.

ID	GAME	CHARACTER	LEVEL	DATE	END LEVELS	SCORE	ESTATE
37	31	164	122	2024.07.26	0,0	0	Playing
36	25	61	63	2024.07.26	0,0,0,0,0,0,0,0,0	0	Game Over
35	36	171	138	2024.07.26	1,1,1,0,0,0,0,0,0,0,0,0	5	Playing
34	31	164	122	2024.07.18	0,0	0	Game Over
33	31	164	122	2024.07.18	0,0	0	Game Over
32	36	176	147	2024.07.11	1,1,1,1,1,1,1,1,1,1,1,1	25	Finished
31	36	179	146	2024.07.11	1,1,1,1,1,1,1,1,1,1,1,1	20	Game Over
30	31	164	122	2024.07.11	0,0	0	Game Over
29	36	170	137	2024.07.11	1,1,1	5	Game Over
28	36	179	137	2024.07.11	1,1,1,1	0	Game Over
27	31	164	122	2024.07.10	0,0	0	Game Over
26	31	16		20		0	Game Over
25	25		63	20 5.04	0,0,0 0, 0	0	Game Over
24	31		122	20		0	Game Over
23	25	1	63	20 4.23	0 0,0,0,0,0	0	Game Over
22		164	122	20	0,0	0	Game Over
21	31	164	122	2024.04.07	0,0	0	Game Over

The player list allows one to visualise all the players.

It provides very interesting data to monitor game development in real-time. You visualise the number of players, the points they collect, and the playing date, among others.

The player is the character defined in the game as an avatar. These characters nowadays are created with AI software and integrated into the platform in whatever format.

From the central control, either using a computer or a Mobile Phone, the puppet has complete power to check the status of the players. Different players can play with the same character or just for one-time play it depends of the game format.
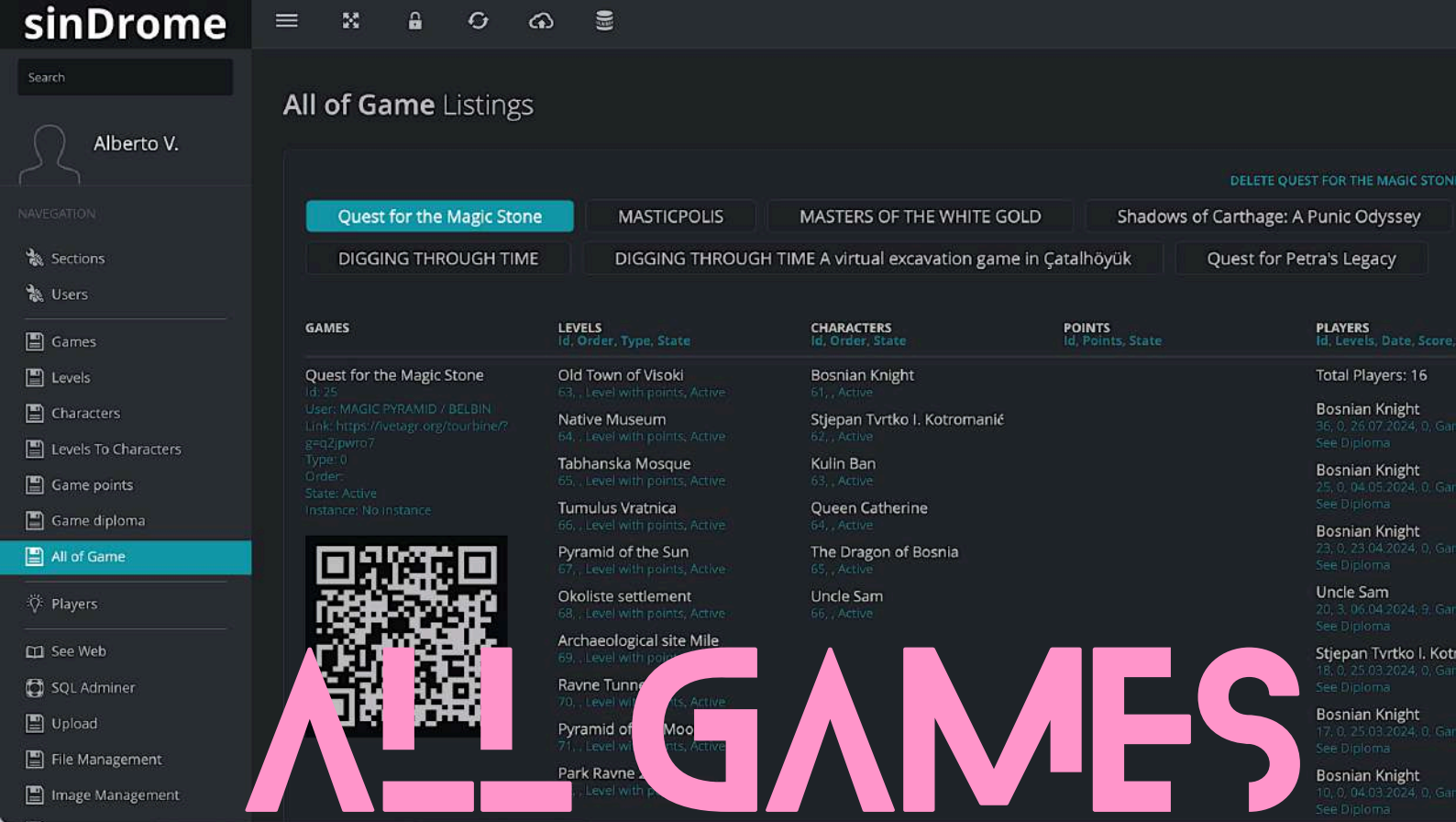
When Game Master have several games playing simultaneously, it is essential to visualise their status.

This management game features the following:

- To see the list of playing games

- The levels of each game

- The characters (avatars)

- The data, the score, the state of the Player

The Game master has a complete vision. Scanning the QR code takes him to the game.
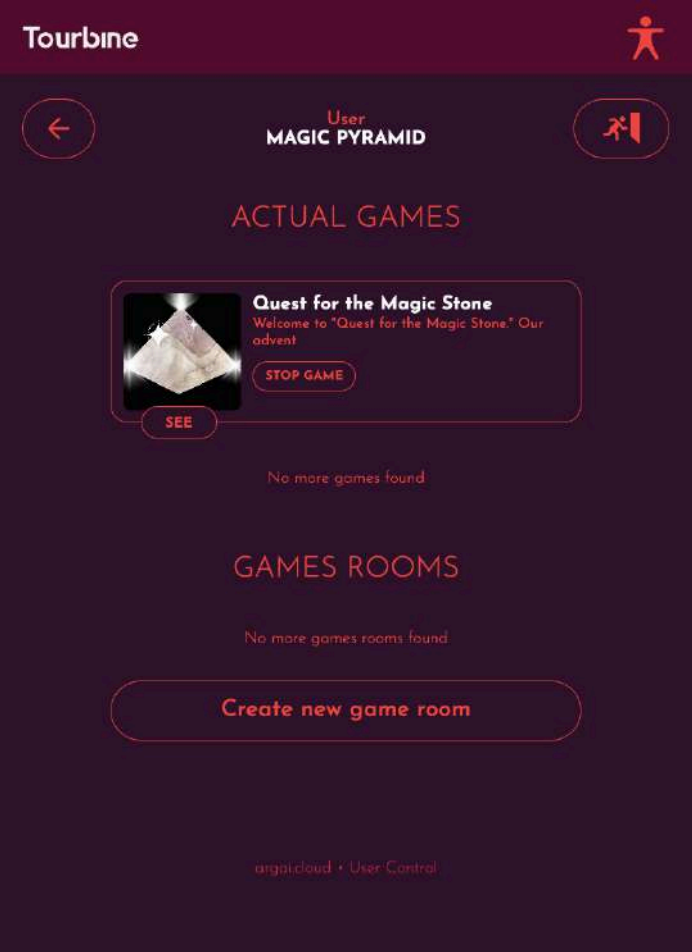
LEVELS TO CHARACTERS
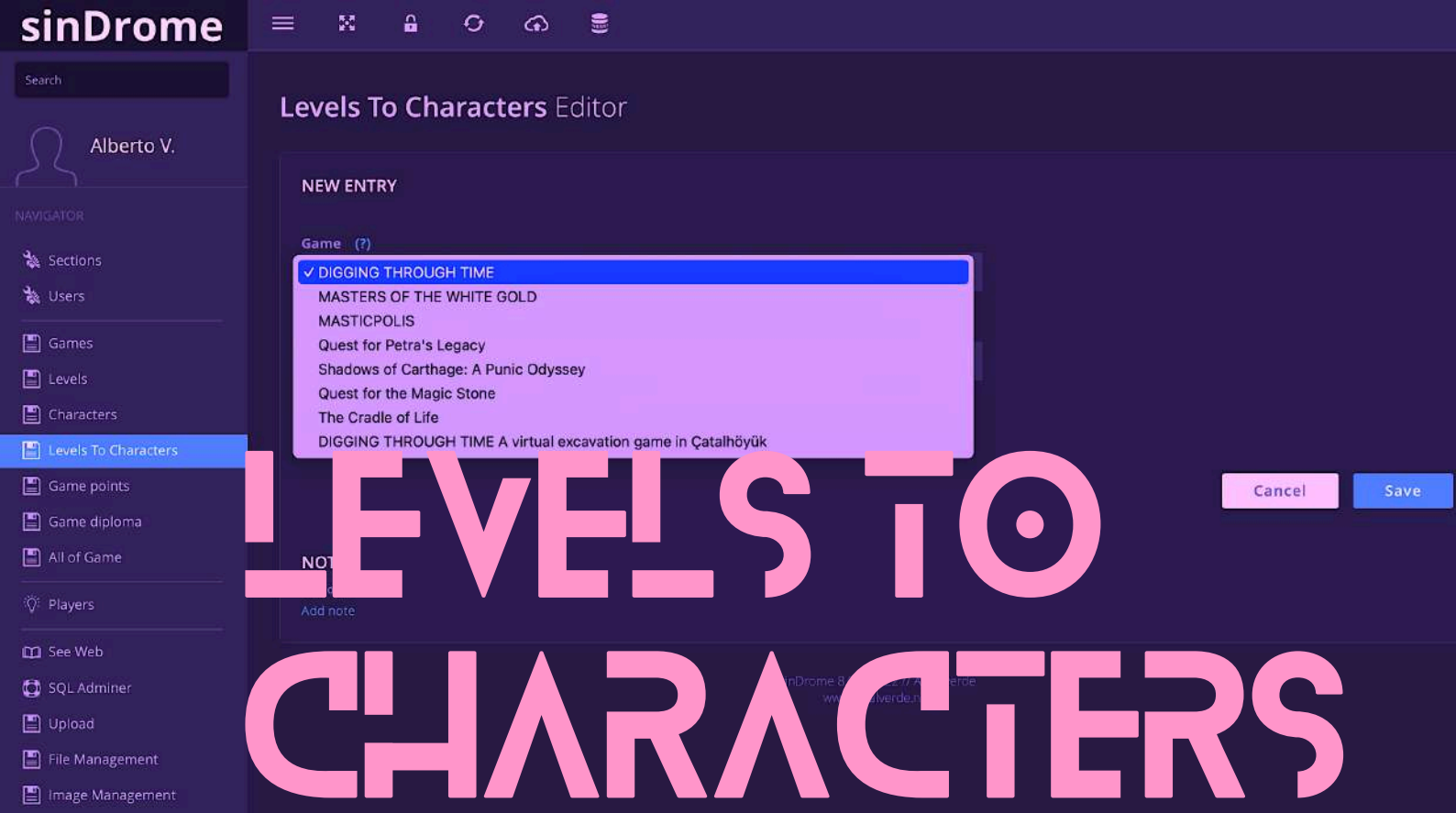
A Linear game guides the player through a set path with similar gameplay.

In games like these, you travel down a set path (i.e., a level/map) from point A to point B. You must progress through the Game in the order it is designed. Nonlinear games open up a world of possibilities for players, allowing them to explore various aspects of the Game at their own pace. While there may be a core set of missions, players can engage in a diverse range of activities, including side quests, mini-games, backtracking, character customization, and more. This variety keeps players excited and intrigued, making every gaming session a unique experience.

Somehow, all players play the same game content in one way or another.

What is truly innovative in Levels to Characters is the emphasis on cooperation. Each player holds a unique part of the story, with information on some levels being exclusive to them. To progress in the Game, players must collaborate, whether it's through online interactions or physical encounters in the Game's territory. Just like in real life, the role you play in the Game determines what information you share, highlighting the importance of teamwork and shared experiences in gaming.

The Game character can be an AI Bot or an actual human meeting in a local cafe, and that can also be part of the Game, involving the stakeholder as one of the hidden players. You may exchange information or together need to solve the Game level.

User
MAGIC PYRAMID

ACTUAL GAMES

Quest for the Magic Stone
Welcome to "Quest for the Magic Stone." Our advent

STOP GAME

SEE

No more games found

GAMES ROOMS

No more games rooms found

Create new game room

argai.cloud • User Control

Tourbine

GAME
Shadows of Carthage: A Punic Odyssey

PLAYING TIME: **00:00:00**   TIME LEVEL: **00:00:00**

CHARACTERS: **0**   LEVELS: **8**   PLAYERS: **0**

TYPE
Order by Levels

MODE
Free

LINK TO SEE THIS GAME
https://ivetagr.org/tourbine/?g=j0kp642c

QR TO VIEW THE GAME

You can perform the following actions in this game.

Create new Instance game

Stop this Game

Logout all Players

PLAYING NOW

There are no players

The Game master can use his mobile phone to control the Game in real-time. It can create multiple game rooms, enabling multi-players to play the same Game without interfering with each room.

The Game master can use his mobile phone to control the Game in real-time. It can create new game instances, stop the Game for a break time, log out all players, visualise how the Game is organised, and deliver a QR code to the players so they can play the same game without interfering with each instance.

file manager

image resizer

COLOR IMAGE

video to image

FILE
MANAGER

The Game platform stores a series of documents that are crucial for the interaction and development of the Game.

Photo and video mainly require resizing for faster download under 4/5G networks.

The platform to facilitate the Game designer provides a series of tools/applications embedded in the coding, making this transparent for the Game designer.
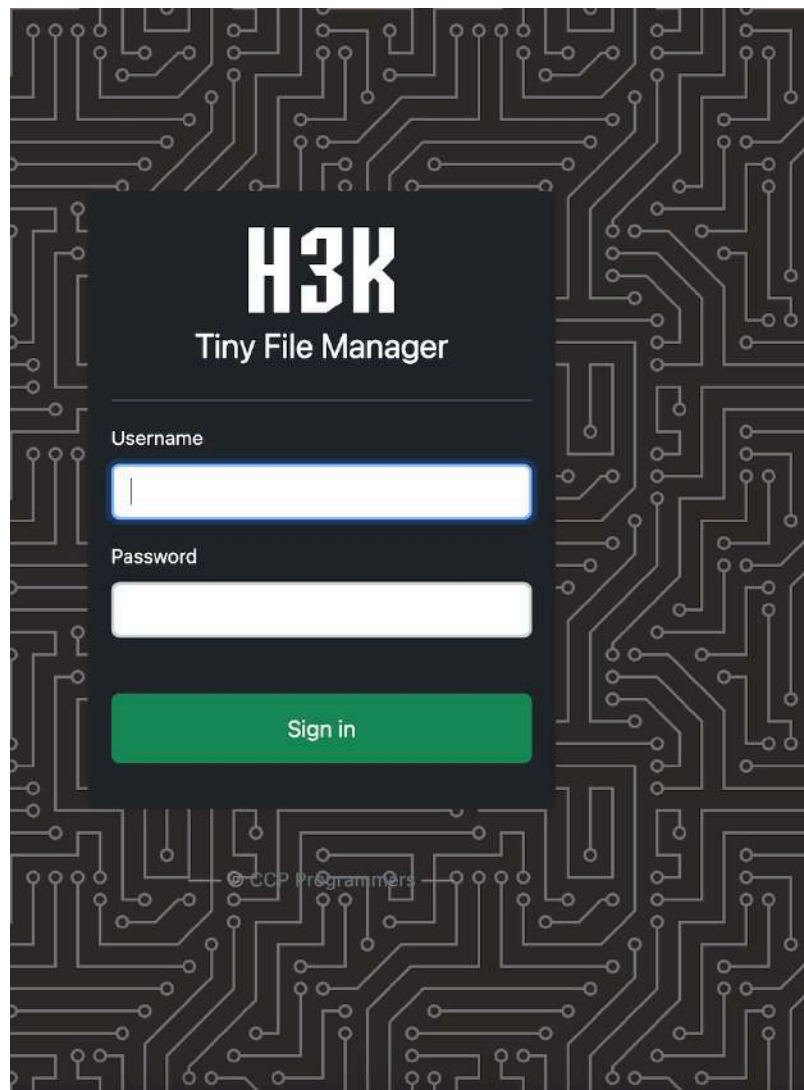
IMAGE RESIZER

LOAD IMAGEN

| 2000 | 75 |

GENERATE IMAGE

Help: What is it for and how does this work?

IMAGE RESIZER

COLORIZE IMAGE

LOAD IMAGEN

6

GENERATE COLORS

Help: What is it for and how does this work?

COLORIZE IMAGE

VIDEO TO IMAGE

LOAD VIDEO

| 800 | 80 |

▶ 0:00

CAPTURE FRAME

Help: What is it for and how does this work?

VIDEO TO IMAGE

It's not who's telling your story...

but whose story you're telling

GAME PLATFORM TUTORIALS

TOURBINE PLATFORM EDITING TUTORIALS

A compelling set of short videos explaining how to fill in the game platform

TOURBINE/1010933022 ERASMUS+YOUTH-2022-CB

Tap on the link to see the videos

the manuals

○ Name of the game

Write the name of your game as you want to appear on the game menu

○ Introduction

Write an introduction of your game, whatever do you want to say. Example: In many cultures and legends, the Fairies of the forest are magical beings that inhabit the forests and are dedicated to protecting and caring for nature.

○ Description

Tell the player about what the game is about describe it.

○ Goals/objectives of the Game

What are the goals of your game. Definition of goal. The goal is the intention of an activity or a plan. In a figurative sense, a goal is the mission of a person or group.

○ Reward

Every game give rewards. Explain to the players what is their gain by playing the game. Example: You can become the Grand Master of Rhodes and make a personal discover.

○ Title Info

It is a title

○ Text Info 1

Whatever information you want to give about the game. For example: What could be the call for adventure, possible conflicts, core values of the game. All text info works in the same way. If you do not add anything, nothing will appear.

○ Media

Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show.

⭕ Game Type

You have the option to organize your game into levels, which can be predetermined in a specific order. If a user successfully completes a level, they can progress to the next level. If you assign "User", the player can go to play any game level. However, the playability of the level depends on the selected Game Mode.

*GPS FREE it means you see the map but you are not geolocated.

⭕ Language

English is mandatory, and you can choose a secondary language from a list. The left column is for English, and the right is for the secondary language.

⭕ Number of Languages

If the game is only in English, choose 1. If you have a second language, choose 2. The game platform will display flags for your chosen language.

⭕ Level Time

If you set a time limit for a level, the game will automatically end for the player once the time is up. This results in a Game Over, and the player must restart the game from level 1. On the other hand, if you do not set a time limit, the player can remain in the game for as long as necessary without any consequences. However, the game will end if you allocate a time limit in the "GAME Time" box and it runs out. You can manually end the game for any player at any time.

⭕ Game Time

If you allocate a time, the Game must be accomplished in the assigned time. The players who fail leave the Game automatically. The ones who complete get the reward and can see their game data. A Game without time is a valid one.

⭕ Game Time Max

The "game time max" feature limits the duration a particular character can be active in the Game. This ensures inactive players will not hog the character, and others can use it. You can modify or release the avatar anytime by accessing the system management.

⭕ Game State

Hidden, you are working on the Game, and no one sees it. Active means you can see it on the platform. Closed The Game is not open but is seen on the platform.

○ Pause date

Take a break from the game and leave a message, such as "Returning at 10:30."

○ Order

This is the order the game will appear listed.

○ Date

Do not touch it. Thank you

○ Unique Key

Do not touch it .Thank you. If needed we will explain when and why. If you touch your game will vanish.

○ Instance

No need to know right now.

THE MANUAL "LEVELS EDITOR"

○ Game

You choose the Game name. it has to be created before it can be selected

○ Title Level

You must create all levels beforehand. If a level does not exist, it cannot be selected.

Media

Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show

○ Gps Latitude

Geo coordinates by Google, please pay attention to the notation. 36.444023.

○ Gps Longitude

Geo coordinates by Google, please pay attention to the notation. 28.22827.

○ Avatar text

In the Game context, the protagonist's profile is referred to as their avatar or character information. Please describe this information

○ Mission

Please describe the mission, challenge, and obstacles that the protagonist encounters.

○ Question

You decide question based on the Game Plot.

Answers

The player earns points by answering questions related to obstacles in the Game. In the "Game Point" section, the score for each answer has already been pre-set

○ Answers Alert

This feature generates a pop-up displaying various messages, providing additional information.

○ Answers points

In the Grand Master Challenge Game, points are awarded for each answer. While the order of the points matters, it is recommended to randomize the order to prevent players from predicting them. But only some of the Games must have points; this is why the Pop-Up version plays an important role. Instead of points, you give clues.

○ Media Over video

Upload the video you want to display as the Pop-Up before accessing the MISSION.

○ Media Over Unique

The OVU feature works like a video advertisement on YouTube. If you want to provide information in video format before accessing the Mission, here is where you put the video. The video has three choices.

Always on means the video will play every time you return to the Game Level.

Once you view a disabled video, it disappears, and you can continue with the Mission.

Only as a button means you can play the video.

○ State

To define the Level state, choose the appropriate option...

○ Order

Order of the level.

THE MANUAL "CHARACTERS EDITOR"

O Game

You choose the Game name. it has to be created before it can be selected

O Name

Write the character name.

O Media1 (Icon Image)

Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show

O Media 2

Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show.

O Title Info 1

It is a title.

O Title Info 2

It is a title

O Text Info 2

Whatever information you want to give about the game. For example: What could be the call for adventure, possible conflicts, core values of the game. All text info works in the same way. If you do not add anything, nothing will appear.

O Title Info 3

It is a title.

⭕ Text Info 3

Whatever information you want to give about the game. For example: What could be the call for adventure, possible conflicts, core values of the game. All text info works in the same way. If you do not add anything, nothing will appear.

⭕ Title Info 4

It is a title..

⭕ Text Info 4

Text Info 4.

⭕ State

To define the character state, choose the appropriate option.

⭕ Order

It is the order assigned to appear in the list.

○ Game

You choose the Game name. It has to be created before it can be selected

○ Title

It is a title Mr. King. Mrs.

○ Point Status

This refers to the number of points that the character has assigned in the list

○ Info

Whatever information you want to give.

○ State

To define the POINT state, choose the appropriate option.

BLUE ANCHOR

EST. 1722

LICENCED JUNE 9TH 1722

GEORGE 1ST WAS KING OF ENGLAND
AND LOUIS XV WAS ON THE THRONE OF
FRANCE WHEN WE WERE GRANTED
OUR LICENCE. RECORDS SHOW
"THE BLEW ANCHOR" HAD BEEN SELLING
BEER FOR MANY DECADES BEFORE THAT.
WHEN WE CELEBRATED OUR FIRST
50 YEARS AS A LICENSED PUB
THE AMERICAN DECLARATION
OF INDEPENDENCE HAD YET TO BE
SIGNED. CAPTAIN COOK HAD ONLY
JUST FOUND HIS WAY TO AUSTRALIA
AND THE FRENCH REVOLUTION WAS
STILL SOME TWENTY YEARS AWAY!
WELCOME TO ONE OF
THE OLDEST PUBS IN LONDON