FunTour - Weimar

Treasure Hunt-like educational activity supporting mobile app

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Headnote

The city of Weimar - selected UNESCO World Heritage Site.

Target group - teenagers.

Purpose - turn boring traditional guided tours into catching experience.

Gamification in education

- Gamification is the use of game elements and game design techniques in non-game contexts
- Stimulate self development
- Gain and revise knowledge while playing
- Initial excitement and competition effect induce cognitive motivation
- What kind of game can be used to improve "traditional" guided tours?

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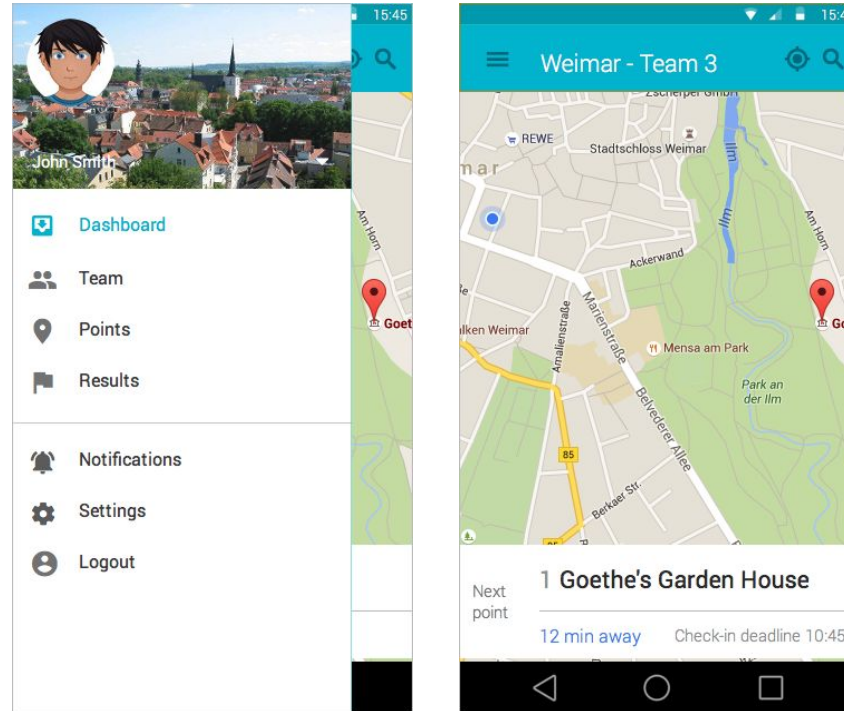Universität
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"Geocaching"

Originally similar to the 160-year-old game letterboxing and resembles hide-and-seek-type and "Treasure hunt" activities.

It is an outdoor recreational activity, in which participants use a Global Positioning System (GPS) receiver or mobile device and other navigational techniques to hide and seek containers, called "geocaches" or "caches", anywhere in the world.
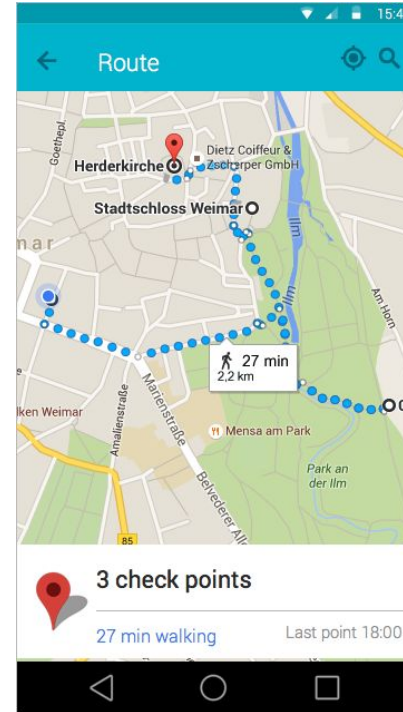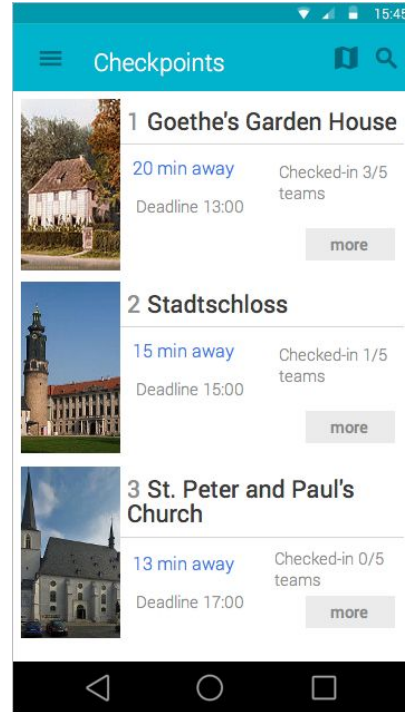
UI flow
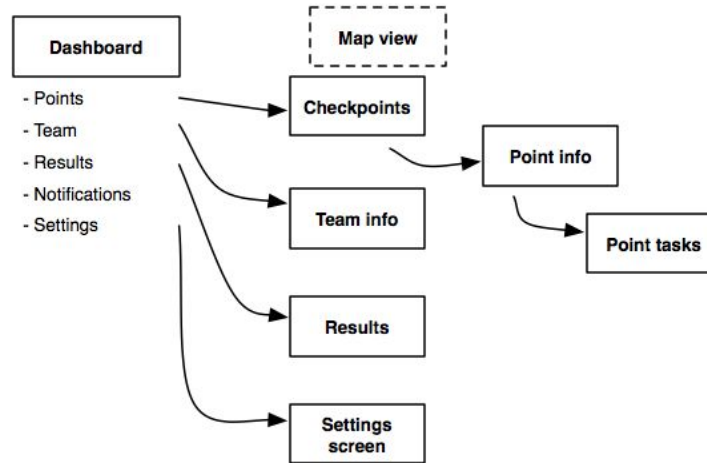
Walkthrough

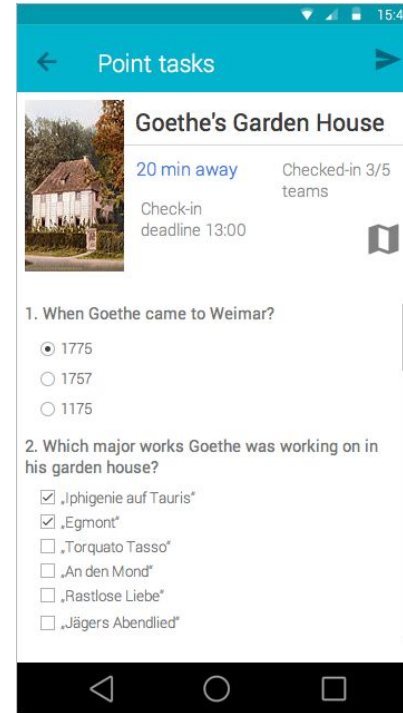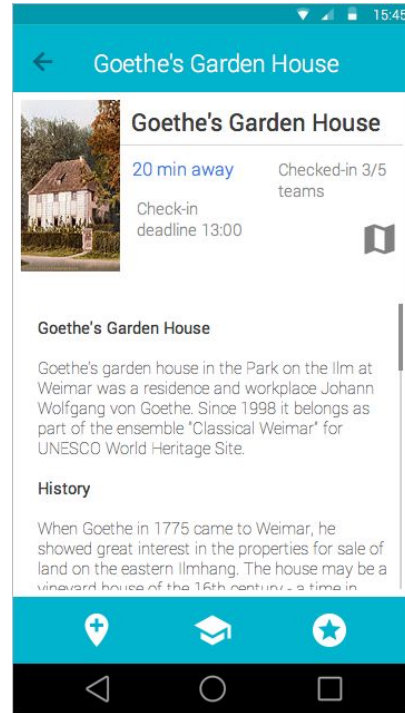Supervisor divide the whole group into teams.

Walkthrough

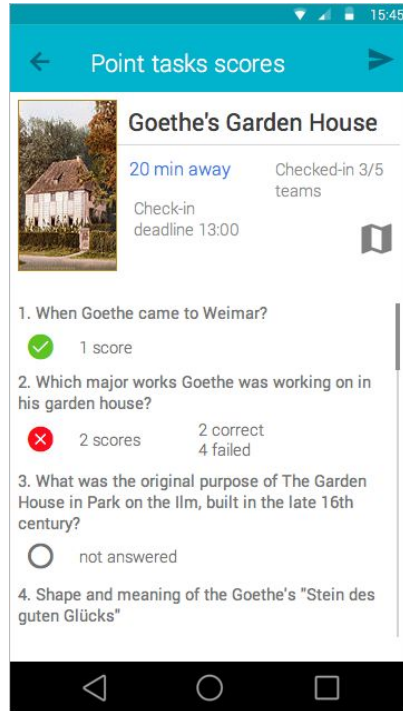Each team gets the list of check-in points.

The team should follow the list and discover points one by one.

Walkthrough

At each point gaining special knowledge about the site the team should solve the particular task.

Walkthrough

- The task can be a historical question or a riddle helping to find additional information about next point
- All teams meet at the finish point
- The team finishing first and/or correctly solved more tasks wins

References

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5. geocaching.org
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Thank you!