

**WALKING THROUGH THE MEMORY WITH IMMERSIVE TECHNOLOGIES**

Project number - 2019-1-ES01-KA229-065937\_2

**Collection of Good Practice**

<b>Breakout Games - Escape From The Historic Peninsula</b>	
<b>Content/ Subject areas (taged with modules)</b>	Information Technologies, Social Sciences, History, Cultural Heritage
<b>Target group: age range and size of the group</b>	This plan created for 5th grade students. It can be implemented to 6,7 and 8th grade students also.
<b>Learning objectives / competences</b>	Students are going to learn How can they design their own escape games to directly contribute to the development of problem solving, creativity, critical thinking, collaboration, and communication skills.
<b>Description of overall activity</b>	<p><b>GAME PLAY:</b> Students play CoSpaces and My360 at the same time within 1 hour.</p> <p><b>Scene 1 :</b> Telling the story part (CoSpaces)  <b>Scene 2 :</b> Learning the mission part (CoSpaces)  <b>Scene 3 :</b> Make virtual tours(my360) + Enter Exit Code</p> <p><i>Exit Code:</i> Time's immortal collection: Culturel Heritage. Let's protect it for humanity.</p>
<b>Description of the process and teaching/ learning strategies used (what, how, in which order)</b>	<p>The plan was prepared based on the Constructivism Model.  The readiness of the students was revealed. Individuals' interests and needs have been taken into account. As they will benefit from interdisciplinary transfer information, it is aimed that students learn by doing, experiencing and experiencing. In terms of course application principles, the student is an active teacher guide.</p> <p><b>Dijital Story Writing:</b> Students are asked to write a catchy story in accordance with the outcomes. While creating the story, attention is paid to being mysterious. The story is divided into chapters. Tasks are given to the player in each level. Collects secret passwords while the player completes missions. Rescues the hero using the correct password at the end of the game. (2 hours)</p> <p><i>Story:</i> In the game, a Spanish Erasmus student, Carmen, disappears while traveling in Istanbul. We have exactly 1 hour to find our student in the historical peninsula of Istanbul.</p>

**VR Game Design:** This is the discovery chapter how the story weaves clues together. CoSpacesEdu is used for game design. CoSpacesEdu application is introduced to students. CoBlocks is used for animate 3D objects with coding.(10 hours)

<https://edu.cospaces.io/YWD-XFP>



**Coding:** The simple and advanced code blocks to be used in the story are introduced to the students.

- Run parallel*
- Set animation*
- Move on path*
- Turn*
- Say*
- Wait*
- When an object collides with another object*
- Show info*
- Repeat*
- Show choice*
- Go to scene*
- When clicked*
- Show quiz panel*
- End game*
- Repeat for*
- Set variable*
- If*

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repeat for 1 from 60 to 0 with step -1
  set text of dk to 1
  if 1 = 0
    show Info panel with title " Message "
    text " You lost th... "
    image Thinglink.jpg
  end CoSpace Title.png
wait for 60 sec.
  
```

1 Countdown Code

	<p><b>Virtual Tours:</b> The missions in the story are given through virtual tours. Students downloaded 360 photos on display. For this, <a href="https://istreetview.com">https://istreetview.com</a> and its application are used. The downloaded images are created in the <a href="https://my360.io">https://my360.io</a> application as a new virtual tour project. Tips are stored in the virtual space. (4 hours)</p> <p><i>Turkey Historic Places</i> <a href="https://app.my360.io/MPB-EJS">https://app.my360.io/MPB-EJS</a>  <i>Grand Bazaar</i> <a href="https://app.my360.io/UDM-YKX">https://app.my360.io/UDM-YKX</a></p>
<b>Evaluation/ types of assessment</b> ( <i>summative, formative, peer-, self-etc.</i> )	The aim of program evaluation is to enable our students to reach their own subjective knowledge by putting their new knowledge on their old knowledge. Evaluation criteria are positioned on the evaluation of the process and the student is asked to provide feedback at the end of each stage of learning. When all applications come to the end at the end of the process, each student creates their own anetto by playing their friends' games. He shares these anettots with his other friends.
<b>Materials and tools</b>	Computer, CoSpacesEdu, CoBlocks My360.io, <a href="https://istreetview.com">https://istreetview.com</a>
<b>Timing and learning environment</b>	It was planned for the Information Technologies course. It is eight weeks and $8 * 2 = 16$ hours.
<b>Conclusion</b> ( <i>Innovation what makes it good practice, further application</i> )	It is contemporary and student oriented. It can be adapted to collaborative work environments. It has been prepared by considering the principles of learning to learn.
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