



Coop-in – User's manual – how to play?



What is Coop-in?

The Coop-in project is an ERASMUS+ project funded by the European Commission. One of the main products of the project is an online serious game platform. This is a virtual place which reunites the fun of playing games and usefulness of learning practical social innovation & collaboration skills and competencies. The game has been designed for enterprise work-based learning facilitators, VET teachers and mentors and trainers and workers from the field of social business, social inclusion and innovation.

The game includes six modules that address social innovation issues.

The modules:

1. What is Social Innovation?
2. Bringing the Future Forward
3. Developing Networks and Relationships
4. Collaborating with Others
5. Assessing the impact of social innovation
6. Moving from Opportunity to Idea

ACCESS TO THE GAME:

<http://game.coopinproject.eu/en>

(To make sure you have the best experience possible, we recommend using the latest version of Mozilla Firefox browser)



The main page:

Sign-up:

Sign-up is required to start the game. To do so, click on the 'Registration' button.

Please fill in the fields and choose a profile picture.

The registration form is titled "REGISTRATION" and is set against a dark background. On the left side, there are eight input fields with labels: "NAME", "GENDER", "GENERATION", "COUNTRY", "USER NAME", "E-MAIL", "PASSWORD", and "PASSWORD AGAIN". Each field is a white rectangle. On the right side, under the heading "PROFILE PICTURES", there are six circular icons arranged in a 3x2 grid, showing various avatars of people. Below the icons is a teal button labeled "NEXT".

After the registration you will receive an email with your username and password.

Log-in:

To play, click on the middle of the screen: Log in.

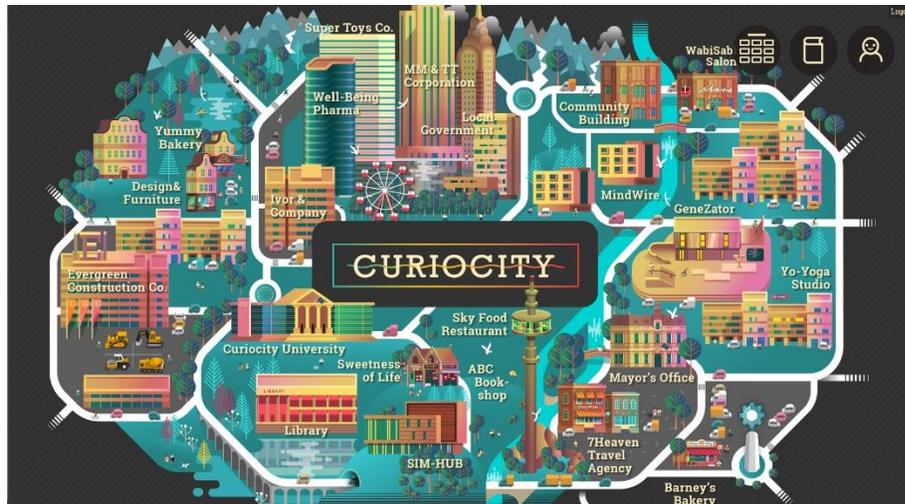
The log-in form is a horizontal rectangle with a dark background. It is divided into two sections by a diagonal line. The left section is labeled "USER NAME" and contains a white input field with the placeholder text "User name". The right section is labeled "PASSWORD" and contains a white input field with the placeholder text "Password". To the right of the password field is a teal button labeled "OK".

Enter your username and password and click on 'OK'.

Game:

When you first enter the game, you receive a 'welcome e-mail' from the "Mayor of Curiosity".

After closing the 'welcome e-mail', you go to the playing field:



It is a map of a city.

Your task is to complete the missions given by the mentor.

Icons on the playing field:

In the right corner of the playing field there are three icons:



The “mission” page: Here you can choose and start missions/modules and check your results.

Note 1: Completion of the minigames of the 1st module is mandatory for the players (you can choose any other module after you had finished the 1st one).

Note 2: Please always make sure that you are playing with minigames which belong to the selected module (the ‘mission’ guide on the top of the left side of the screen can help you), because you can play with minigames of other modules and get points for them as well, but you will not receive a badge then.



Library: Here you can find knowledge bases, case studies, and glossaries related to the modules (you can also find them in the ‘Library’ building on the map).



My profile: Here you can find the name of the minigames (if you click on the title of the minigame, the minigame opens automatically). You can meet two colours here:

- Blue: The minigame has saved result/points.
- Red: The minigame has no saved result/points (you have not clicked on the 'Maybe later' button at the end of the minigame, or you got 0 point for the minigame).

Top players:

There is a list with the best players worldwide in the 'Community Building'.



Playing the game

You can choose from these types of minigames:

Drag and drop



You need to drag and drop each of the words or sentences in the boxes to which they belong to.

Quiz/True or False



You need to select the correct answer.

Decision trees



Read the story carefully and choose one from the possible answers.

At the end of the minigames you can choose between two options:

- Maybe later – your results are saved (always the best result is saved)
- Replay it now – the minigame restarts automatically

Collecting badges:

You can collect badges. You are rewarded with a badge in every module/mission if you have played every minigame (in that module/mission) and have reached at least 60% in each minigame.

If you earn each module badge, you get an extra badge, so you can collect in total 7 badges.

Have fun playing this game and we hope you will find it
useful and fun!