



Creative Emotional Reasoning Computational Tools Fostering Co-Creativity in Learning Processes

www.c2learn.eu

C²LEARN SCENARIOS, USE CASES AND USER REQUIREMENTS

C²LEARN PROJECT DELIVERABLE NO. D5.1.3

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Abbreviations used

A) Abbreviated names of the project consortium partners

Abbreviation	Explanation
EA	Ellinogermaniki Agogi, Greece (coordinator)
UEDIN	The University Of Edinburgh, UK
OU	The Open University, UK
NCSR-D	National Center For Scientific Research "Demokritos", Greece
UoM	Universita ta Malta, Malta
SGI	Serious Games Interactive, Denmark
BMUKK	Bundesministerium Für Unterricht, Kunst Und Kultur, Austria

B) Other abbreviations in alphabetical order

Abbreviation	Explanation
C²Learn	Acronym of the project (full title: Creative Emotional Reasoning Computational Tools Fostering Co-Creativity in Learning Processes)
DoW	Description of Work (Annex I of the Grant agreement no. 318480)
EC	European Commission
FP7	The Seventh Framework Programme for Research and Technological Development (2007-2013)
ICT	Information and Communications Technologies
M#	# th month of the project (M1=November 2012)

Abbreviation	Explanation
TEL	Technology-Enhanced Learning
...	

Executive summary

C²Learn at a glance

C²Learn (www.c2learn.eu) is a three-year research project supported by the European Commission through the Seventh Framework Programme (FP7), in the theme of Information and Communications Technologies (ICT) and particularly in the area of Technology-Enhanced Learning (TEL) (FP7 grant agreement no 318480). The project started on 1st November 2012 with the aim to shed new light on, and propose and test concrete ways in which our current understanding of creativity in education and creative thinking, on the one hand, and technology-enhanced learning tools and digital games, on the other hand, can be fruitfully combined to provide young learners and their teachers with innovative opportunities for creative learning. The project designs an innovative digital gaming and social networking environment incorporating diverse computational tools, the use of which can foster co-creativity in learning processes in the context of both formal and informal educational settings. The C²Learn environment is envisioned as an open-world ‘sandbox’ (non-linear) virtual space enabling learners to freely explore ideas, concepts, and the shared knowledge available on the semantic web and the communities that they are part of. This innovation is co-designed, implemented and tested in systematic interaction and exchange with stakeholders following participatory design and participative evaluation principles. This happens in and around school communities covering a learner age spectrum from 10 to 18+ years.

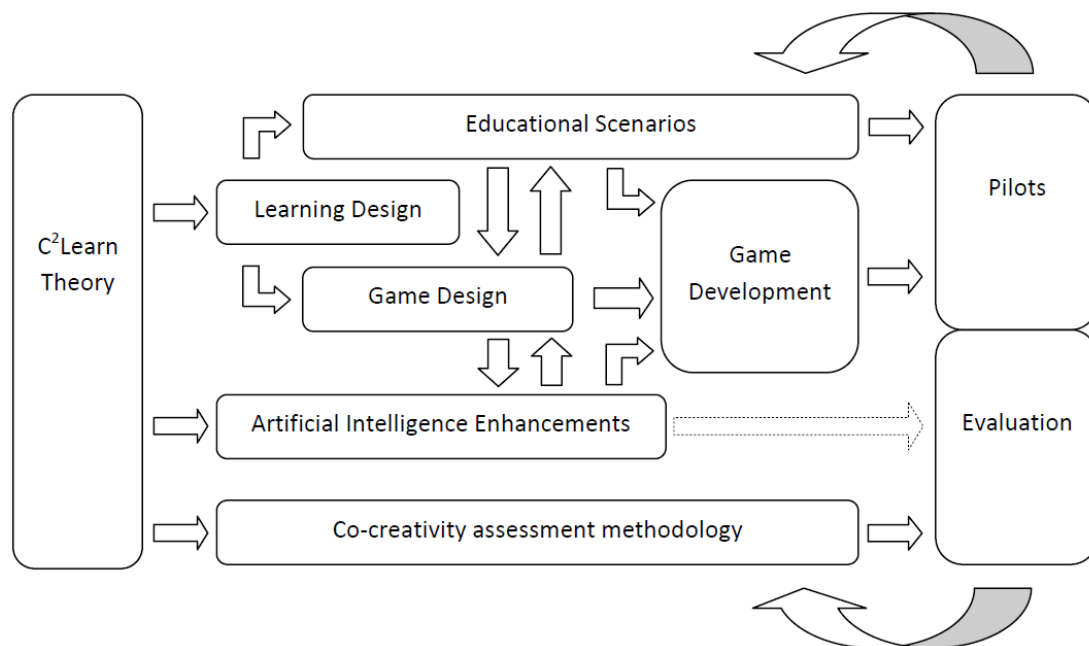
About this document

Educational scenarios in the C²Learn project ‘translate’ learning design (D2.2.2 ‘C²Learn Learning Design for CER’) and game design (D4.1.2 ‘Game Design’) into plans for the implementation of concrete activities in real life educational settings, predominantly in the pilots run within the project, but eventually also in other educational settings. Their development is interwoven with processes aiming at establishing user expectations and requirements. Educational scenarios constitute that aspect of the design of the C²Learn solution which is most strongly shaped by the collaborating school communities and framed by their educational realities. The educational scenarios, use cases and user requirements presented in deliverables D5.1.x are products of design processes engaging end-user school communities in iterative dialogic cycles leading to the various design decisions and their implementation. In close collaboration with these communities, research teams in the three participating countries, Austria, Greece, and UK, have been gathering user requirements, co-designing locally appropriate solutions for the introduction of the proposed C²Learn innovation in real-life learning settings, and negotiating and planning various instances of such an introduction for the purposes of piloting and evaluation.

Educational scenarios have been developed in three main iterations, while they remain open to elaboration and refinement throughout the project. In the very early stages, scenarios started as short narratives illustrating possibilities meaningful to users, aiming to present a range of potential directions without being prescriptive (D5.1.1 ‘C²Learn Scenarios, Use Cases and User Requirements’). Later on in the first project year, the original scenario ideas were critically examined and selected scenarios were further elaborated (D5.1.2 ‘C²Learn Scenarios, Use Cases and User Requirements’). From the second project year onwards, educational scenarios (current deliverable, D5.1.3) are being transformed from open and generic ideas into concrete use cases, i.e. detailed designs of C²Learn experience, in the light of pragmatic restrictions and priorities.

1 Introduction: The place of the scenarios in the wider project picture

The C²Learn project is evolving as a progression from its theoretical foundations to design, development, and eventually pilot implementation and evaluation in real life educational settings. Educational scenarios play a vital role in this process. This is summarized visually and explained in summary below. It is noted that the overview of the C²Learn approach in the 'Additional Deliverable'¹ offers a more detailed account of this.



In summary, C²Learn theory constitutes the starting point and overall frame of the project. It is operationalized and offered to the various project strands in the form of the Creative Emotional Reasoning (CER) techniques (deliverables D2.1.x), the Learning Design for CER (deliverables D2.2.x), and the Co-Creativity Assessment Methodology (deliverables D2.3.x). On this basis, the project develops the Game Design (deliverables D4.1.x) and develops the C²Learn technologies, including gaming and social networking technologies (deliverables D4.4.x) as well as background Artificial Intelligence enhancements (deliverables D3.1.x, D3.2.x, D3.3.x, D3.4.x, D4.3.x).

Design processes are carried out by engaging end-user school communities in iterative dialogic cycles leading to the various design decisions and their implementation. These cycles typically include pre-pilot co-design, pilots of C²Learn experience in real life educational settings, and post-pilot co-design workshops operating as the entry points to a new cycle leading to the next pilot. The consortium has invested effort in building communities of educators and students around the C²Learn project, in Austria, Greece and England. In close collaboration with these communities, research teams in the three countries gather user requirements, co-design locally appropriate solutions for the introduction of the proposed C²Learn innovation in real-life learning settings, and negotiate and plan various instances of such an introduction for the purposes of piloting and evaluation (cf. deliverables D5.2.x 'C2Learn User Evaluation Plan'). Important outcomes of this process are educational scenarios and

¹ http://www.c2learn.eu/sites/default/files/C2Learn_Additional_Deliverable_final.pdf

user requirements, which are the subject of the present document (D5.1.3) as well as of the previous iterations (D5.1.1 and (D5.1.3)).

Educational scenarios constitute that aspect of the design of the C²Learn solution which is most strongly shaped by the collaborating school communities and framed by their educational realities. They are a design tool aiming to provide input directly from educational practice, so that the innovative technologies deployed and practices introduced will correspond to the needs, circumstances, expectations and aspirations of the end users. At the same time, they illustrate to the world of education the range of possibilities offered and examples of effective use of the C²Learn solution.

Educational scenarios orchestrate the various technological and pedagogical parts of the project into coherent C²Learn user experiences. They are concrete designs of pedagogical practice in the context of given educational settings. They 'translate' learning design (D2.2.2 'C2Learn Learning Design for CER') and game design (D4.1.2 'Game Design') into plans for the implementation of concrete activities in real life educational settings, predominantly in the pilots run within the project, but eventually also in other educational settings. They are developed collaboratively with educators, and their development is interwoven with processes aiming at establishing user expectations and requirements.

Educational scenarios are developed in three main iterations, while they remain open to elaboration and refinement throughout the project. In the very early stages, scenarios started as short narratives illustrating possibilities meaningful to users, aiming to present a range of potential directions without being prescriptive (D5.1.1 'C2Learn Scenarios, Use Cases and User Requirements'). Later on in the first project year, the original scenario ideas were critically examined and selected scenarios were further elaborated (D5.1.2 'C2Learn Scenarios, Use Cases and User Requirements'). From the second project year onwards, educational scenarios are being transformed from open and generic ideas into concrete use cases, i.e. detailed designs of C²Learn experience in given educational settings. In this sense, scenarios are now (current deliverable, D5.1.3) becoming an important input into technology development and integration, shedding light on pragmatic restrictions and priorities.

The above described procedure applies to the use of educational scenarios as tools used to frame and shape the pilot activities in the project. In the long term, educational scenarios are provided to teachers and learners as open-ended tools encouraging them to develop their own designs of C²Learn activity, outside the pilots and beyond the end of the project.

The present document is officially the last version of the report on educational scenarios, use cases and user requirements. However, the realities of the project require that this document remains open to further elaboration, now that important decisions about the shape of the C²Learn solution have been made and development of the corresponding technologies has advanced to deliver a product for extensive use in classrooms. To reflect and pedagogically and organizationally guide all developments in the pilots in the third project year, it is expected that the present document will be updated again with concrete designs of pilot pedagogical practice in winter/spring 2015. The final shape of scenarios, with a horizon wider than the pilots and the project, will be promoted to the worlds of stakeholders through deliverable D6.4.2 'Knowledge Kit'.

Finally, it should be noted that the present iteration of the scenarios, use cases and user requirements document has deliberately been kept relatively short, without repeating any of the rich information on the content and context of the C²Learn pedagogical activities included in its previous iterations (D5.1.1 and especially D5.1.2). Rather, the emphasis is on reflecting the latest developments now leading the consortium into the pilots.

2 Scenarios: Use of C²Learn technologies in context

Throughout the project and at all stages of their maturity, educational scenarios place the technological aspects of C²Learn experience in the frame of the C²Learn pedagogical practice, describing certain orchestrations of the pedagogical environment. A scenario constitutes a concrete design for such an orchestration of C²Learn technology and C²Learn pedagogical practice in a given educational setting. Therefore, as background it is useful here to provide overviews of the C²Learn environment, the C²Learn pedagogical practice and of the front-end C²Learn technology.

2.1 THE C²LEARN ENVIRONMENT

The C²Learn pedagogical environment is an educational space in the widest sense in which co-creativity as theorized in C²Learn occurs. The C²Learn pedagogical environment can be a classroom, or another educational space outside the classroom, or even a wider space of learning in school and beyond. The C²Learn pedagogical environment encompasses the C²Learn digital environment. The C²Learn pedagogical environment overall is gameful, and so is the C²Learn digital environment within it. Gameful design permeates all activity in the C²Learn pedagogical environment, including the gameful digital experiences.

2.2 AN OVERVIEW OF C²LEARN PEDAGOGICAL PRACTICE

The definition of C²Learn pedagogical practice is documented in detail and linked to C²Learn theory in deliverable D2.2.2 'C²Learn Learning Design for CER'. In summary, C²Learn is about fostering co-creativity in learning. Learners, individually as well as mainly collaboratively and also communally, come up with novelty, new ideas. These new ideas:

- Have emerged through asking 'what if' and 'as if' questions and through the use of disruptive techniques resulting in re-framing
- Have emerged from shared ideas and actions in an immersed dialogic rather than hierarchical pedagogical environment
- Are captured or selected because they matter to the community and have a valuable impact on it.

In this, learners take into account the impact of that novelty on the individual, collaborative and communal dimensions of their community.

C²Learn practice can thus be seen as an ensemble of four interwoven elements:

- ❖ **Co-creative Thinking**, integrating Possibility Thinking and Creative Emotional Reasoning:
 - *Possibility Thinking*: Learners come up with new ideas through asking 'what if' and 'as if' questions. This enables them to shift from 'what is' to new possibilities of 'what might be'.
 - *Creative Emotional Reasoning*: Learners come up with new ideas through the use of disruptive techniques for semantic, diagrammatic and emotive lateral thinking, resulting in re-framing.
- ❖ **Social Engagement**: Learners think individually as well as mainly collaboratively and also communally, in an immersive, collaborative pedagogical environment defined by flattened hierarchies enabling dialogue.

- ❖ **Ethics and Impact Awareness:** Through dialogue, learners evaluate novelty (the originality inherent in ideas, actions, and outcomes) for its ethical impact, generating or selecting and enacting ideas because they matter to the community and have a valuable impact on it.
- ❖ **Wider Picture of Change:** Over time, cyclical developments between creativity and identity occur. Learners enable change and reflect on change in longer periods of co-creative activity.

For brevity and quick reference:

A. Co-creative Thinking

A1. Possibility Thinking

A2. Creative Emotional Reasoning

B. Social Engagement

C. Ethics and Impact Awareness

D. Wider Picture of Change

2.2.1 TIME-FRAME OF C²LEARN PRACTICE

In the wider C²Learn pedagogical environment, i.e. the educational space in which C²Learn co-creativity occurs, several core episodes of co-creativity may take place. Such core episodes may, for example, be one or more teaching sessions, or instances of playing a game or conducting another learning activity. Thus, core episodes are defined very broadly, to include different instantiations of C²Learn learning and teaching.

Their definition, however, helps illustrate two time frames in pedagogical orchestrations of C²Learn practice:

- shorter-term, focused and potentially more structured activities – the core episodes; and
- longer-term, reflection-oriented experiences in the C²Learn pedagogical environment.

The core episodes of co-creativity may be characterized by a faster pace and increased playfulness, while the wider environment of co-creativity may afford a slower pace of taking stock of the activity that has taken place in the core episodes and of the overall experience.

Each educational scenario includes at least one core episode of co-creativity, while some scenarios may constitute series of core episodes spanning over shorter or longer periods of time, realizing longer-term reflection-oriented experiences. Similarly, the scope of a scenario may vary from describing the application of a single C²Experience in context, to complex orchestrations of various C²Experiences and non-digital activities.

Here is how the four elements of C²Learn practice relate to the above time-frame distinction:

	Shorter-term core episodes of co-creativity	Longer-term reflection-oriented experiences
A. Co-creative Thinking	Co-creative thinking lies in the heart of each core episode of co-creativity; core episodes are formed around tasks or initiatives of creative thinking. Part of the creative thinking in a core episode may be formalized, applying CER techniques.	Co-creative thinking that has taken place within core episodes is part of the wider C ² Learn pedagogical environment. In this wider context, co-creators may reflect on and possibly re-frame the co-creative thinking that has taken place within a particular core episode.
B. Social Engagement	Co-creators are involved in social engagement of various kinds within each core episode.	Social engagement that has taken place within core episodes is part of the wider C ² Learn pedagogical environment. In this wider context, co-creators may reflect on and possibly re-frame the social engagement that has taken place within a particular core episode.
C. Ethics and Impact Awareness	Co-creators consider ethics and impact of novelty within each core episode.	Ethics and impact considerations that have taken place within core episodes are part of the wider C ² Learn pedagogical environment. In this wider context, co-creators may reflect on and possibly re-frame the ethics and impact considerations that have taken place within a particular core episode.
D. Wider Picture of Change	Each core episode contributes to the wider change, but the wider change is not (necessarily) an explicit focus in each core episode.	In the C ² Learn pedagogical environment, co-creators may make wider plans for change, setting relevant goals. Elements of the core episodes may provide evidence of wider change. Co-creators reflect on these and more generally on the C ² Learn experience.

The distribution of C²Learn practice in the physical and digital spaces of C²Learn is also important. Various configurations of the use of digital and non-digital C²Learn assets in the pedagogical environment are possible, based on the affordances and opportunities offered by the various media and how those can be best used in a given educational setting. Thus, activities include, but are not limited to, the use of C²Learn technologies. The wide variety of configurations of C²Learn experience, including the use of different combinations of digital and non-digital assets in various time frames, illustrates the versatility, flexibility and adaptability of the C²Learn solution.

2.3 AN OVERVIEW OF THE C²LEARN FRONT-END TECHNOLOGY

2.3.1 C²SPACE

The C²Learn technological solution consists of digital gaming technologies as well as background AI technologies. All these become available to the user through C²Space, the C²Learn overall digital space which integrates all technological constituents into a unified user experience. It is a gameful social networking environment designed to foster co-creativity as theorized in the C²Learn project. It is the digital space hosting all digitally enabled aspects of C²Learn activity.

2.3.2 C²EXPERIENCES: PLAYFUL DIGITAL EXPERIENCES

C²Space offers playful digital experiences which the learner can optionally engage with. These are the C²Experiences.

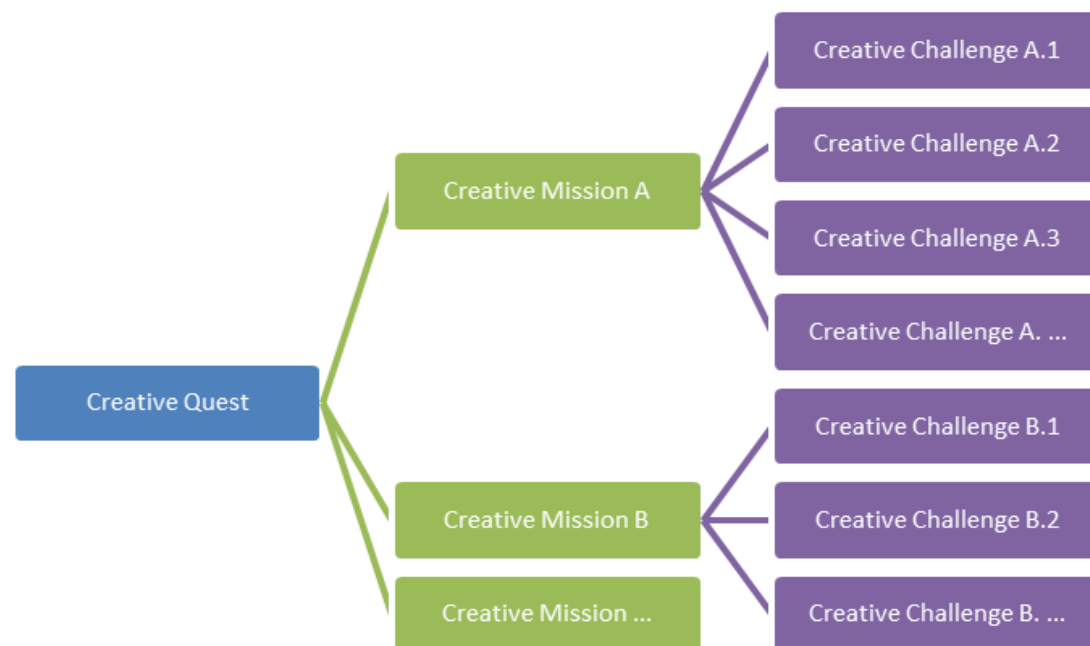
Predominantly, C²Space focuses on facilitating the longer-term, reflection-oriented C²Learn experiences. The shorter-term frame involves the core episodes of C²Experiences. (However, C²Space is itself fun, a play space and at the same time an educationally valuable tool facilitating non-digital classroom activity).

C²Experiences are structured and offered in C²Space in Creative **Quests**, Creative **Missions** and Creative **Challenges**. It is noted that the use of the games designed (D4.1.2 'Game Design') correspond to the Creative Challenges, constituting means for playfully addressing the problem lying in the heart of a Creative Mission.

These gameful design concepts are explained in the table on the following page, illustrated through a (rather light-hearted, gaming-culture-oriented!) example:

Gameful Design Concept	Explanation	Example expression
CREATIVE QUEST	Players set out on Creative Quests , i.e. journeys towards specified goals. Quests can be longer-term ventures (spanning over weeks or months).	<i>Save the Earth from Invincible Invaders!</i>
CREATIVE MISSIONS	<p>Players engage themselves in Creative Missions, i.e. actions with specific objectives contributing towards achieving the goals of the quest.</p> <p>A Quest can include a number of Missions. Missions are shorter-term ventures (spanning over a day, days, or weeks).</p>	<i>We will devise new defense methods against Invincible Invaders!</i>
Problem	In the heart of each mission lies a Problem ; one with no obvious 'correct' answers, e.g. a dilemma.	<i>How can we outsmart Invincible invaders' warcraft, which is by far technologically superior to ours?</i>
CREATIVE CHALLENGES	To address the Problem, players choose Creative Challenges to pursue. A Mission can include a number of Challenges. Challenges take a relatively short time to complete (spanning over minutes).	
4Scribes	Playing structured story-telling to generate ideas for innovative scenarios of action. Usual duration: 20-30 minutes.	<i>"You are the last ones still conscious and capable of action on the Earth. You have just received Invincible Invaders' ultimatum before the Attack: the Earth is to be taken. Only one of you will be spared human consciousness to participate in the New Rule - provided you subscribe to the Cult..." Continue the story!</i>
Creative Stories	Playing free collaborative writing to generate ideas for innovative scenarios of action. Usual duration: 10-30 minutes.	<i>You are the last ones still conscious and capable of action on the Earth. You have just received Invincible Invaders' ultimatum before the Attack. Write Earth's Message to Invincible Invaders!</i>
Iconoscope	Playing with the concepts to understand them better. Usual duration: 10-15 minutes.	<i>Dare you look deeper into {concept1: War}, {concept2: Cunning} and {concept3: Threat}? Prove it, outsmart the others!</i>

The following graph illustrates the structure of Creative Quests, Creative Missions and Creative Challenges in C²Space.



The Creative Challenges presented above (4Scribes, Creative Stories, and Iconoscope) are those which are available for use given current progress on the technology development end of the project. In addition to these three types of Creative Challenges, current planning includes the addition soon of one further Creative Challenge: Possibility Space.

Possibility Space playfully visualizes, and invites the free exploration of, the space of possibilities relating to a given problem. Learners explore it to discover ‘new openings in the taken-for-granted’. An exploration of a possibility space may last as long as a brainstorming session.

An expression illustrating the use of the Possibility Space in the context of the example on the previous page is the following:

What if we were the last ones still conscious and capable of action on the Earth, before Invincible Invaders’ Attack? Let’s brainstorm for solutions to save our world!

3 Examples for further application

The application of the above approach is illustrated in the next section through a number of examples, in the templates used for the delivery of the relevant content to the development teams.

C²Learn Content: Code name: Cruelty to animals.

Piloting in: Country: Greece. School context: EA, secondary school, year 8 (13 year olds)

	Expression in English	Expression in Greek	Expression in German
Theme:	Ethical questions and dilemmas	Ηθικά ζητήματα και διλήμματα	
Sub-theme:	Racism (to people and animals)	Ρατσισμός (απέναντι σε ανθρώπους και ζώα)	

C2Learn Gameful Design Concept	Expression in English	Expression in Greek	Expression in German
CREATIVE QUEST	Title	Save animals from human cruelty!	Σώσε τα ζώα από την κακοποίηση!
	Description		
CREATIVE MISSIONS IN THIS QUEST (overview)			
CREATIVE MISSION A	Abolish or change circus?	Καταργούμε ή αλλάζουμε το τσίρκο;	
CREATIVE MISSION B	Animal testing: progress or murder?	Πειράματα με ζώα: Πρόοδος ή δολοφονία;	
CREATIVE MISSION C	From the farm to the abattoir: When? How?	Από το εκτροφείο στο σφαγείο: Πότε; Πώς;	
CREATIVE MISSION D	Let's think about hunting: hobby or barbarity?	Ας σκεφτούμε το κυνήγι: Χόμπυ ή βαρβαρότητα;	
CREATIVE MISSION E	Let's take care of stray animals!	Ας φροντίσουμε τα αδέσποτα!	
CREATIVE MISSION F	Let's save an endangered species!	Ας σώσουμε ένα απειλούμενο είδος!	
CREATIVE MISSION G	Bad wolf, good wolf, or simply wolf?	Κακός λύκος, καλός λύκος, ή απλώς λύκος;	

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION A	Abolish or change circus?	Καταργούμε ή αλλάζουμε το τσίρκο;	
Problem	How can we save circus animals from cruelty? This kind of entertainment is still offering people pleasure and jobs!	Πώς μπορούμε να σώσουμε τα ζώα του τσίρκου από την κακοποίηση; Αυτού του είδους η διασκέδαση προσφέρει σε κάποιους ανθρώπους ευχαρίστηση ή ευκαιρίες απασχόλησης!	
CREATIVE CHALLENGES (overview)	4Scribes: 3 games (1 Basic, 1 Light and Dark, 1 Co-Op) Creative Stories: 1 game Iconoscope: 2 games		

CHALLENGE A.1: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Coercion - Punishment - Pain Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Πειθαναγκασμός - Τιμωρία - Πόνος Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Coercion	Πειθαναγκασμός	
Concept 2:	Punishment	Τιμωρία	
Concept 3:	Pain	Πόνος	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.2: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Tradition - Bullfights - Modernisation Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Παράδοση - Ταυρομαχίες - Εκσυγχρονισμός Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Tradition	Παράδοση	
Concept 2:	Bullfights	Ταυρομαχίες	
Concept 3:	Modernisation	Εκσυγχρονισμός	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.3: <i>Creative Stories</i>	Starting expression in English	Starting expression in Greek	Starting expression in German
	You are the animals taking part in tonight's performance in the circus, and you are writing a message to those who will come to see you. A child has promised to print your message in hundreds of copies, which she will throw in the air just at the right moment! Start like this: «Dear spectators...»	Είστε τα ζώα που θα πάρουν μέρος στην αποψινή παράσταση του τσίρκου και γράφετε ένα μήνυμα προς το κοινό που θα σας παρακολουθήσει. Ένα παιδί έχει υποσχεθεί να το τυπώσει σε εκατοντάδες αντίτυπα που θα πετάξει στον αέρα την κατάλληλη στιγμή! Ξεκινήστε: «Αγαπητοί θεατές...»	

CHALLENGE A.4: <i>4Scribes</i>	Starting expression in English	Starting expression in Greek	Starting expression in German
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]	<p>Your parents work in the circus that has just arrived in this town. You hear that, under pressure from animal rights activists, the mayor has banned all circus performances! Your circus has recently gone through a major crisis, and this hitch now is bound to lead some of your parents to unemployment. On the other hand, you, too, love animals, maybe even more than those complaining activists... And, of course, you love your parents, and you love living the life of wandering artists...</p> <p>Continue your story!</p>	<p>Οι γονείς σας εργάζονται στο τσίρκο που μόλις έφτασε στην πόλη. Μαθαίνετε ότι, υπό την πίεση των φιλόζωνων, ο δήμαρχος έχει απαγορεύσει όλες τις παραστάσεις τσίρκου! Το τσίρκο σας έχει περάσει τελευταία μεγάλη κρίση κι αυτή η αναποδιά είναι σίγουρο ότι θα οδηγήσει στην ανεργία κάποιους από τους γονείς σας. Από την άλλη, αγαπάτε κι εσείς πολύ τα ζώα, ίσως περισσότερο κι από τους φιλόζωνους που διαμαρτύρονται... Όπως, βέβαια, αγαπάτε και τους γονείς σας και τη ζωή του περιπλανώμενου καλλιτέχνη...</p> <p>Συνεχίστε την ιστορία σας!</p>	

ELEMENTS DECK ON NEXT PAGE!

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	Random selection of any of the standard elements.												
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:												
	EARTH	1	Weapon			WATER	14	Boy of Water			FIRE	8	Happiness, Joy
	EARTH	2	Treasure			WATER	15	Girl of Water			FIRE	9	Pride
	EARTH	3	Vehicle			WATER	16	Man of Water			FIRE	10	Fear, Terror
	EARTH	4	Food, Drink			WATER	17	Woman of Water			FIRE	11	Certainty
	EARTH	5	Book			WATER	18	Elder Man of Water		<input checked="" type="checkbox"/>	FIRE	12	Eureka!
	EARTH	6	Symbol, Crest			WATER	19	Elder Woman of Water			FIRE	13	Baby of Fire
	EARTH	7	Companion, Pet			WIND	1	Lies			FIRE	14	Boy of Fire
	EARTH	8	Tool			WIND	2	Miracle			FIRE	15	Girl of Fire
<input checked="" type="checkbox"/>	EARTH	9	Talisman			WIND	3	Performance			FIRE	16	Man of Fire
	EARTH	10	Instrument			WIND	4	Sharing			FIRE	17	Woman of Fire
	EARTH	11	Map			WIND	5	Accusation			FIRE	18	Elder Man of Fire
	EARTH	12	Plant, Flora		<input checked="" type="checkbox"/>	WIND	6	Celebration			FIRE	19	Elder Woman of Fire
	EARTH	13	Baby of Earth			WIND	7	Disappearance			MYTH	I	Birth
	EARTH	14	Boy of Earth			WIND	8	Challenge			MYTH	II	Magic
	EARTH	15	Girl of Earth			WIND	9	Grow Old, Decay			MYTH	III	Rules
	EARTH	16	Man of Earth		<input checked="" type="checkbox"/>	WIND	10	Prophecy		<input checked="" type="checkbox"/>	MYTH	IV	Lovers
	EARTH	17	Woman of Earth			WIND	11	Quest, Receive			MYTH	V	Falling
	EARTH	18	Elder Man of Earth			WIND	12	Metamorphosis			MYTH	VI	Justice
	EARTH	19	Elder Woman of Earth			WIND	13	Baby of Wind			MYTH	VII	Isolation
	WATER	1	Learn			WIND	14	Boy of Wind			MYTH	VIII	Luck
	WATER	2	Craft, Make, Build			WIND	15	Girl of Wind			MYTH	IX	Strength
	WATER	3	Flee, Run			WIND	16	Man of Wind			MYTH	X	Perspective Change
	WATER	4	Deal, Do Business			WIND	17	Woman of Wind			MYTH	XI	Death
	WATER	5	Defend			WIND	18	Elder Man of Wind			MYTH	XII	Cooperation
	WATER	6	Influence			WIND	19	Elder Woman of Wind			MYTH	XIII	Darkness
	WATER	7	Scheme, Plan			FIRE	1	Pain and Agony			MYTH	XIV	Rebuilding
	WATER	8	Fight			FIRE	2	Anger			MYTH	XV	Light
	WATER	9	Travel			FIRE	3	Confusion			MYTH	XVI	Betrayal
	WATER	10	Help, Rescue			FIRE	4	Shame, Guilt			MYTH	XVII	Success
	WATER	11	Give			FIRE	5	Sadness, Grief			MYTH	XVIII	Judgement
	WATER	12	Take			FIRE	6	Trust			MYTH	XIX	Completion
	WATER	13	Baby of Water			FIRE	7	Obsession					

Name of custom deck:	Animal rights	
Additional custom elements		
In English	In Greek	In German
Rights	Δικαιώματα	
Tradition	Παράδοση	
Progress	Πρόοδος	
Science	Επιστήμη	
Mistreatment	Κακοποίηση	
Captivity	Αιχμαλωσία	
Coercion	Πειθαναγκασμός	
Neutering	Στείρωση	
Ridicule	Γελοιοποίηση	
Abandonment	Εγκατάλειψη	
</		

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION B	Animal testing: progress or murder?	Πειράματα με ζώα: Πρόοδος ή δολοφονία;	
Problem	Do you accept to benefit from a product which, before reaching you, has killed thousands of animals?	Δέχεσαι να ευεργετηθείς από ένα προϊόν που, πριν φτάσει σε σένα, σκότωσε χιλιάδες ζώα;	
CREATIVE CHALLENGES (overview)	4Scribes: 0 games (0 Basic, 0 Light and Dark, 0 Co-Op) Creative Stories: 0 game Iconoscope: 1 games		
CHALLENGE B.1: Iconoscope	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? - Captivity - Uprooting - Natural habitat Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; - Αιχμαλωσία - Ξεριζωμός - Φυσικό περιβάλλον Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Captivity	Αιχμαλωσία	
Concept 2:	Uprooting	Ξεριζωμός	
Concept 3:	Natural habitat	Φυσικό περιβάλλον	
Maximum game duration: 300 seconds [default]			

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION C	From the farm to the slaughterhouse: When? How?	Από το εκτροφείο στο σφαγείο: Πότε; Πώς;	
Problem			
CREATIVE CHALLENGES (<i>overview</i>)	4Scribes: 0 games (0 Basic, 0 Light and Dark, 0 Co-Op) Creative Stories: 0 games Iconoscope: 2 games		

CHALLENGE C.1: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Slaughterhouses - Overcrowding - Confinement Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Σφαγεία - Συνωστισμός - Εγκλεισμός Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Slaughterhouses	Σφαγεία	
Concept 2:	Overcrowding	Συνωστισμός	
Concept 3:	Confinement	Εγκλεισμός	
Maximum game duration: 300 seconds [default]			

CHALLENGE C.2: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Captivity - Uprooting - Natural habitat Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Αιχμαλωσία - Ξεριζωμός - Φυσικό περιβάλλον Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Furs	Γούνες	
Concept 2:	Fashion	Μόδα	
Concept 3:	Profit	Κέρδος	
Maximum game duration: 300 seconds [default]			

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION D	Let's think about hunting: hobby or barbarity?	Ας σκεφτούμε το κυνήγι: Χόμπι ή βαρβαρότητα;	
<i>Problem</i>			
CREATIVE CHALLENGES (<i>overview</i>)	4Scribes: 0 games (0 Basic, 0 Light and Dark, 0 Co-Op) Creative Stories: 0 games Iconoscope: 1 game		

CHALLENGE D.1: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? - Hunting - Murder - Hobby Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; - Κυνήγι - Δολοφονία - Χόμπι Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Hunting	Κυνήγι	
Concept 2:	Murder	Δολοφονία	
Concept 3:	Hobby	Χόμπι	
Maximum game duration: 300 seconds [default]			

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION E	Let's take care of stray animals!	Ας φροντίσουμε τα αδέσποτα!	
Problem			
CREATIVE CHALLENGES (overview)	4Scribes: 0 games (0 Basic, 0 Light and Dark, 0 Co-Op) Creative Stories: 0 games Iconoscope: 1 games		

CHALLENGE E.1: Iconoscope	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? - Stray animals - Neutering - Abandonment Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; - Αδέσποτα - Στείρωση - Εγκατάλειψη Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Stray animals	Αδέσποτα	
Concept 2:	Neutering	Στείρωση	
Concept 3:	Abandonment	Εγκατάλειψη	
Maximum game duration: 300 seconds [default]			

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION F	Let's save an endangered species!	Ας σώσουμε ένα απειλούμενο είδος!	
Problem			
CREATIVE CHALLENGES (overview)	4Scribes: 0 games (0 Basic, 0 Light and Dark, 0 Co-Op) Creative Stories: 0 game Iconoscope: 0 games		

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION G	Bad wolf, good wolf, or simply wolf?	Κακός λύκος, καλός λύκος, ή απλώς λύκος;	
Problem			
CREATIVE CHALLENGES (overview)	4Scribes: 0 games (0 Basic, 0 Light and Dark, 0 Co-Op) Creative Stories: 0 games Iconoscope: 0 games		

C²Learn Content: Code name: Living in Ottoman Tripolitsa

Piloting in: Country: Greece. School context: EA, primary school, year 6 (11 year olds)

	Expression in English	Expression in Greek	Expression in German
Theme:	History	Ιστορία	
Sub-theme:	Social and economic Issues	Κοινωνικά και οικονομικά ζητήματα	

C2Learn Gameful Design Concept		Expression in English	Expression in Greek	Expression in German
CREATIVE QUEST	Title	Live in Tripolitsa under Ottoman Rule!	Ζήσε στην Τουρκοκρατούμενη Τριπολιτσά!	
	Description	The economic and social relations of conquered people living under Ottoman Rule	Οι οικονομικές και οι κοινωνικές σχέσεις των ανθρώπων που ζουν κάτω από την Οθωμανική κατάκτηση	
CREATIVE MISSIONS IN THIS QUEST (overview)				
CREATIVE MISSION A		Face the economic and social constraints!	Αντιμετώπισε τους οικονομικούς και κοινωνικούς περιορισμούς!	

C2Learn Gameful Design Concept		Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION A		Face the economic and social constraints!	Αντιμετώπισε τους οικονομικούς και κοινωνικούς περιορισμούς!	
Problem		How will you live under the economic and social constraints imposed by the Ottomans to your subjugated region?	Πώς μπορείς να ζήσεις με οικονομικούς και κοινωνικούς περιορισμούς στην Τουρκοκρατούμενη περιοχή σου;	
CREATIVE CHALLENGES (overview)		4Scribes: 9 games (3 Basic, 3 Light and Dark, 3 Co-Op) Creative Stories: 0 games Iconoscope: 6 games		

CHALLENGE A.1: 4Scribes				Starting expression in English				Starting expression in Greek				Starting expression in German				
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]				You are a farmer who has just paid the 10% tax on your crop. You feel wronged because the wheat that the tax collector withheld was more than your proper dues. You decide to seek audience with the Pasha and present your problem. The Pasha listens to you and...				Είσαι ένας γεωργός και μόλις έδωσες τον φόρο της δεκάτης. Αισθάνεσαι αδικημένος, γιατί το σιτάρι που σου πήραν, ήταν περισσότερο από όσο σου αναλογούσε. Αποφασίζεις να παρουσιαστείς στον πασά και να του εκθέσεις το πρόβλημά που σε απασχολεί. Ο πασάς σε ακούει και...								
Standard deck of elements																
	Random selection of any of the standard elements.											Name of custom deck:		Primary Greek History		
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:															
	EARTH	1	Weapon			WATER	14	Boy of Water			FIRE	8	Happiness, Joy	Additional custom elements		
	EARTH	2	Treasure			WATER	15	Girl of Water			FIRE	9	Pride	In English	In Greek	Ger
	EARTH	3	Vehicle		<input checked="" type="checkbox"/>	WATER	16	Man of Water			FIRE	10	Fear, Terror	Revolution	Επανάσταση	
	EARTH	4	Food, Drink		<input checked="" type="checkbox"/>	WATER	17	Woman of Water			FIRE	11	Certainty	Destruction	Καταστροφή	
	EARTH	5	Book		<input checked="" type="checkbox"/>	WATER	18	Elder Man of Water			FIRE	12	Eureka!	Discord	Διχόνοια	
	EARTH	6	Symbol, Crest		<input checked="" type="checkbox"/>	WATER	19	Elder Woman of Water		<input checked="" type="checkbox"/>	FIRE	13	Baby of Fire	Liberation,	Απελευθέρωση	
	EARTH	7	Companion, Pet			WIND	1	Lies			FIRE	14	Boy of Fire	Failure	Αποτυχία	
<input checked="" type="checkbox"/>	EARTH	8	Tool		<input checked="" type="checkbox"/>	WIND	2	Miracle			FIRE	15	Girl of Fire	Arrest	Σύλληψη	
<input checked="" type="checkbox"/>	EARTH	9	Talisman		<input checked="" type="checkbox"/>	WIND	3	Performance		<input checked="" type="checkbox"/>	FIRE	16	Man of Fire	Hanging	Απαγχονισμός	
<input checked="" type="checkbox"/>	EARTH	10	Instrument			WIND	4	Sharing		<input checked="" type="checkbox"/>	FIRE	17	Woman of Fire	Change	Αλλαγή	
<input checked="" type="checkbox"/>	EARTH	11	Map			WIND	5	Accusation		<input checked="" type="checkbox"/>	FIRE	18	Elder Man of Fire	Purchase	Αγορά	
<input checked="" type="checkbox"/>	EARTH	12	Plant, Flora			WIND	6	Celebration			FIRE	19	Elder Woman of Fire	Initiation	Μύηση	
<input checked="" type="checkbox"/>	EARTH	13	Baby of Earth		<input checked="" type="checkbox"/>	WIND	7	Disappearance		<input checked="" type="checkbox"/>	MYTH	I	Birth	Oath/Pledge	Όρκος/Ορκωμοσία	
	EARTH	14	Boy of Earth		<input checked="" type="checkbox"/>	WIND	8	Challenge		<input checked="" type="checkbox"/>	MYTH	II	Magic	Capture/Conquest	Άλωση	
	EARTH	15	Girl of Earth		<input checked="" type="checkbox"/>	WIND	9	Grow Old, Decay		<input checked="" type="checkbox"/>	MYTH	III	Rules	Tax	Φόρος	
<input checked="" type="checkbox"/>	EARTH	16	Man of Earth		<input checked="" type="checkbox"/>	WIND	10	Prophecy		<input checked="" type="checkbox"/>	MYTH	IV	Lovers	Letter/Mail	Γράμμα/Επιστολή	
<input checked="" type="checkbox"/>	EARTH	17	Woman of Earth		<input checked="" type="checkbox"/>	WIND	11	Quest, Receive		<input checked="" type="checkbox"/>	MYTH	V	Falling	Codes/Ciphers	Κώδικας	
<input checked="" type="checkbox"/>	EARTH	18	Elder Man of Earth		<input checked="" type="checkbox"/>	WIND	12	Metamorphosis			MYTH	VI	Justice	Local Official	Προεστός	
<input checked="" type="checkbox"/>	EARTH	19	Elder Woman of Earth		<input checked="" type="checkbox"/>	WIND	13	Baby of Wind		<input checked="" type="checkbox"/>	MYTH	VII	Isolation	Raya/Tributary	Ραγιάς	
	WATER	1	Learn			WIND	14	Boy of Wind		<input checked="" type="checkbox"/>	MYTH	VIII	Luck	Pasha	Πασάς	
	WATER	2	Craft, Make, Build			WIND	15	Girl of Wind		<input checked="" type="checkbox"/>	MYTH	IX	Strength	Clergyman	Κληρικός	
	WATER	3	Flee, Run		<input checked="" type="checkbox"/>	WIND	16	Man of Wind		<input checked="" type="checkbox"/>	MYTH	X	Perspective Change	Klepht/Outlaw	Κλέφτης	
	WATER	4	Deal, Do Business		<input checked="" type="checkbox"/>	WIND	17	Woman of Wind			MYTH	XI	Death	Armatoles/Militiaman	Αρματολός	
	WATER	5	Defend		<input checked="" type="checkbox"/>	WIND	18	Elder Man of Wind			MYTH	XII	Cooperation	Upper Class Phanariot Greek	Φαναριώτης	
	WATER	6	Influence		<input checked="" type="checkbox"/>	WIND	19	Elder Woman of Wind		<input checked="" type="checkbox"/>	MYTH	XIII	Darkness	Tzar	Τσάρος	

	WATER	7	Scheme, Plan
	WATER	8	Fight
	WATER	9	Travel
	WATER	10	Help, Rescue
	WATER	11	Give
	WATER	12	Take
<input checked="" type="checkbox"/>	WATER	13	Baby of Water

	FIRE	1	Pain and Agony
	FIRE	2	Anger
	FIRE	3	Confusion
	FIRE	4	Shame, Guilt
	FIRE	5	Sadness, Grief
	FIRE	6	Trust
	FIRE	7	Obsession

<input checked="" type="checkbox"/>	MYTH	XIV	Rebuilding
<input checked="" type="checkbox"/>	MYTH	XV	Light
	MYTH	XVI	Betrayal
	MYTH	XVII	Success
<input checked="" type="checkbox"/>	MYTH	XVIII	Judgement
	MYTH	XIX	Completion

Captain	Αρχηγός	
Chieftain	Πολέμαρχος	
Member of the Secret Society of Friends	Μέλος Φιλικής Εταιρίας	
Sultan	Σουλτάνος	
Merchant/Trader	Έμπορος	
Traveler	Περιηγητής	
Janissary	Γενίταρος	

CHALLENGE A.2: 4Scribes				Starting expression in English				Starting expression in Greek				Starting expression in German				
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]				You are a 10-year-old boy and you have just head that the Pasha decided to close down the school in your own village. The only school you can now attend is rather far away. How do you deal with this situation?				Είσαι ένα αγόρι 10 ετών και μόλις έμαθες, ότι ο πασάς αποφάσισε να σταματήσει τη λειτουργία του σχολείου του χωριού σου. Το μοναδικό σχολείο που λειτουργεί, βρίσκεται αρκετά μακριά. Πώς θα αντιμετωπίσεις αυτήν την κατάσταση;								
Standard deck of elements																
	Random selection of any of the standard elements.										Name of custom deck:		Primary Greek History			
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:															
	EARTH	1	Weapon			WATER	14	Boy of Water			FIRE	8	Happiness, Joy	Additional custom elements		
	EARTH	2	Treasure			WATER	15	Girl of Water			FIRE	9	Pride	In English	In Greek	Ger
	EARTH	3	Vehicle		<input checked="" type="checkbox"/>	WATER	16	Man of Water			FIRE	10	Fear, Terror	Revolution	Επανάσταση	
	EARTH	4	Food, Drink		<input checked="" type="checkbox"/>	WATER	17	Woman of Water			FIRE	11	Certainty	Destruction	Καταστροφή	
	EARTH	5	Book		<input checked="" type="checkbox"/>	WATER	18	Elder Man of Water			FIRE	12	Eureka!	Discord	Διχόνοια	
	EARTH	6	Symbol, Crest		<input checked="" type="checkbox"/>	WATER	19	Elder Woman of Water		<input checked="" type="checkbox"/>	FIRE	13	Baby of Fire	Liberation,	Απελευθέρωση	
	EARTH	7	Companion, Pet			WIND	1	Lies			FIRE	14	Boy of Fire	Failure	Αποτυχία	
<input checked="" type="checkbox"/>	EARTH	8	Tool		<input checked="" type="checkbox"/>	WIND	2	Miracle			FIRE	15	Girl of Fire	Arrest	Σύλληψη	
<input checked="" type="checkbox"/>	EARTH	9	Talisman		<input checked="" type="checkbox"/>	WIND	3	Performance		<input checked="" type="checkbox"/>	FIRE	16	Man of Fire	Hanging	Απαγχονισμός	
<input checked="" type="checkbox"/>	EARTH	10	Instrument			WIND	4	Sharing		<input checked="" type="checkbox"/>	FIRE	17	Woman of Fire	Change	Αλλαγή	
<input checked="" type="checkbox"/>	EARTH	11	Map			WIND	5	Accusation		<input checked="" type="checkbox"/>	FIRE	18	Elder Man of Fire	Purchase	Αγορά	
<input checked="" type="checkbox"/>	EARTH	12	Plant, Flora			WIND	6	Celebration			FIRE	19	Elder Woman of Fire	Initiation	Μύηση	
<input checked="" type="checkbox"/>	EARTH	13	Baby of Earth		<input checked="" type="checkbox"/>	WIND	7	Disappearance		<input checked="" type="checkbox"/>	MYTH	I	Birth	Oath/Pledge	Όρκος/Ορκωμοσία	
	EARTH	14	Boy of Earth		<input checked="" type="checkbox"/>	WIND	8	Challenge		<input checked="" type="checkbox"/>	MYTH	II	Magic	Capture/Conquest	Άλωση	
	EARTH	15	Girl of Earth		<input checked="" type="checkbox"/>	WIND	9	Grow Old, Decay		<input checked="" type="checkbox"/>	MYTH	III	Rules	Tax	Φόρος	
<input checked="" type="checkbox"/>	EARTH	16	Man of Earth		<input checked="" type="checkbox"/>	WIND	10	Propesy		<input checked="" type="checkbox"/>	MYTH	IV	Lovers	Letter/Mail	Γράμμα/Επιστολή	
<input checked="" type="checkbox"/>	EARTH	17	Woman of Earth		<input checked="" type="checkbox"/>	WIND	11	Quest, Receive		<input checked="" type="checkbox"/>	MYTH	V	Falling	Codes/Ciphers	Κώδικας	
<input checked="" type="checkbox"/>	EARTH	18	Elder Man of Earth		<input checked="" type="checkbox"/>	WIND	12	Metamorphosis			MYTH	VI	Justice	Local Official	Προεστός	
<input checked="" type="checkbox"/>	EARTH	19	Elder Woman of Earth		<input checked="" type="checkbox"/>	WIND	13	Baby of Wind		<input checked="" type="checkbox"/>	MYTH	VII	Isolation	Raya/Tributary	Ραγιάς	

	WATER	1	Learn
	WATER	2	Craft, Make, Build
	WATER	3	Flee, Run
	WATER	4	Deal, Do Business
	WATER	5	Defend
	WATER	6	Influence
	WATER	7	Scheme, Plan
	WATER	8	Fight
	WATER	9	Travel
	WATER	10	Help, Rescue
	WATER	11	Give
	WATER	12	Take
<input checked="" type="checkbox"/>	WATER	13	Baby of Water

	WIND	14	Boy of Wind
	WIND	15	Girl of Wind
<input checked="" type="checkbox"/>	WIND	16	Man of Wind
<input checked="" type="checkbox"/>	WIND	17	Woman of Wind
<input checked="" type="checkbox"/>	WIND	18	Elder Man of Wind
<input checked="" type="checkbox"/>	WIND	19	Elder Woman of Wind
	FIRE	1	Pain and Agony
	FIRE	2	Anger
	FIRE	3	Confusion
	FIRE	4	Shame, Guilt
	FIRE	5	Sadness, Grief
	FIRE	6	Trust
	FIRE	7	Obsession

<input checked="" type="checkbox"/>	MYTH	VIII	Luck
<input checked="" type="checkbox"/>	MYTH	IX	Strength
<input checked="" type="checkbox"/>	MYTH	X	Perspective Change
	MYTH	XI	Death
	MYTH	XII	Cooperation
<input checked="" type="checkbox"/>	MYTH	XIII	Darkness
<input checked="" type="checkbox"/>	MYTH	XIV	Rebuilding
<input checked="" type="checkbox"/>	MYTH	XV	Light
	MYTH	XVI	Betrayal
	MYTH	XVII	Success
<input checked="" type="checkbox"/>	MYTH	XVIII	Judgement
	MYTH	XIX	Completion

Pasha	Πασάς	
Clergyman	Κληρικός	
Klepht/Outlaw	Κλέφτης	
Armatolos/Militiaman	Αρματολός	
Upper Class Phanariot Greek	Φαναριώτης	
Tzar	Τσάρος	
Captain	Αρχηγός	
Chieftain	Πολέμαρχος	
Member of the Secret Society of Friends	Μέλος Φιλικής Εταιρίας	
Sultan	Σουλτάνος	
Merchant/Trader	Έμπορος	
Traveler	Περιηγητής	
Janissary	Γενίταρος	

CHALLENGE A.3: 4Scribes	Starting expression in English	Starting expression in Greek	Starting expression in German
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]	The head of your village makes a public announcement in the square: "Mustafa's goat is missing. There is suspicion that Kemal, his brother-in-law from the next village has stolen it. But Mustafa claims that he saw George, the teacher's son, loitering near his yard". Now the matter rests with the Pasha to decide...	Ο προεστός του χωριού ανακοινώνει στην πλατεία: «Η κατσίκα του Μουσταφά χάθηκε. Υπάρχουν υποψίες ότι ο Κεμάλ, ο γαμπρός του Μουσταφά από το διπλανό χωριό, την έκλεψε. Ο Μουσταφά ισχυρίζεται ότι είδε τον Γιωργή, τον γιο του δασκάλου, κοντά στην αυλή του». Ο Πασάς πρέπει να πάρει αποφάσεις...	

Standard deck of elements																
	Random selection of any of the standard elements.											Name of custom deck:		Primary Greek History		
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:															
	EARTH	1	Weapon			WATER	14	Boy of Water			FIRE	8	Happiness, Joy	Additional custom elements		
	EARTH	2	Treasure			WATER	15	Girl of Water			FIRE	9	Pride	In English	In Greek	Ger
	EARTH	3	Vehicle		<input checked="" type="checkbox"/>	WATER	16	Man of Water			FIRE	10	Fear, Terror	Revolution	Επανάσταση	
	EARTH	4	Food, Drink		<input checked="" type="checkbox"/>	WATER	17	Woman of Water			FIRE	11	Certainty	Destruction	Καταστροφή	
	EARTH	5	Book		<input checked="" type="checkbox"/>	WATER	18	Elder Man of Water			FIRE	12	Eureka!	Discord	Διχόνοια	
	EARTH	6	Symbol, Crest		<input checked="" type="checkbox"/>	WATER	19	Elder Woman of Water		<input checked="" type="checkbox"/>	FIRE	13	Baby of Fire	Liberation,	Απελευθέρωση	
	EARTH	7	Companion, Pet			WIND	1	Lies			FIRE	14	Boy of Fire	Failure	Αποτυχία	
<input checked="" type="checkbox"/>	EARTH	8	Tool		<input checked="" type="checkbox"/>	WIND	2	Miracle			FIRE	15	Girl of Fire	Arrest	Σύλληψη	

<input checked="" type="checkbox"/>	EARTH	9	Talisman
<input checked="" type="checkbox"/>	EARTH	10	Instrument
<input checked="" type="checkbox"/>	EARTH	11	Map
<input checked="" type="checkbox"/>	EARTH	12	Plant, Flora
<input checked="" type="checkbox"/>	EARTH	13	Baby of Earth
	EARTH	14	Boy of Earth
	EARTH	15	Girl of Earth
<input checked="" type="checkbox"/>	EARTH	16	Man of Earth
<input checked="" type="checkbox"/>	EARTH	17	Woman of Earth
<input checked="" type="checkbox"/>	EARTH	18	Elder Man of Earth
<input checked="" type="checkbox"/>	EARTH	19	Elder Woman of Earth
	WATER	1	Learn
	WATER	2	Craft, Make, Build
	WATER	3	Flee, Run
	WATER	4	Deal, Do Business
	WATER	5	Defend
	WATER	6	Influence
	WATER	7	Scheme, Plan
	WATER	8	Fight
	WATER	9	Travel
	WATER	10	Help, Rescue
	WATER	11	Give
	WATER	12	Take
<input checked="" type="checkbox"/>	WATER	13	Baby of Water

<input checked="" type="checkbox"/>	WIND	3	Performance
	WIND	4	Sharing
	WIND	5	Accusation
	WIND	6	Celebration
<input checked="" type="checkbox"/>	WIND	7	Disappearance
<input checked="" type="checkbox"/>	WIND	8	Challenge
<input checked="" type="checkbox"/>	WIND	9	Grow Old, Decay
<input checked="" type="checkbox"/>	WIND	10	Prophecy
<input checked="" type="checkbox"/>	WIND	11	Quest, Receive
<input checked="" type="checkbox"/>	WIND	12	Metamorphosis
<input checked="" type="checkbox"/>	WIND	13	Baby of Wind
	WIND	14	Boy of Wind
	WIND	15	Girl of Wind
<input checked="" type="checkbox"/>	WIND	16	Man of Wind
<input checked="" type="checkbox"/>	WIND	17	Woman of Wind
<input checked="" type="checkbox"/>	WIND	18	Elder Man of Wind
<input checked="" type="checkbox"/>	WIND	19	Elder Woman of Wind
	FIRE	1	Pain and Agony
	FIRE	2	Anger
	FIRE	3	Confusion
	FIRE	4	Shame, Guilt
	FIRE	5	Sadness, Grief
	FIRE	6	Trust
	FIRE	7	Obsession

<input checked="" type="checkbox"/>	FIRE	16	Man of Fire
<input checked="" type="checkbox"/>	FIRE	17	Woman of Fire
<input checked="" type="checkbox"/>	FIRE	18	Elder Man of Fire
	FIRE	19	Elder Woman of Fire
<input checked="" type="checkbox"/>	MYTH	I	Birth
<input checked="" type="checkbox"/>	MYTH	II	Magic
<input checked="" type="checkbox"/>	MYTH	III	Rules
<input checked="" type="checkbox"/>	MYTH	IV	Lovers
<input checked="" type="checkbox"/>	MYTH	V	Falling
	MYTH	VI	Justice
<input checked="" type="checkbox"/>	MYTH	VII	Isolation
<input checked="" type="checkbox"/>	MYTH	VIII	Luck
<input checked="" type="checkbox"/>	MYTH	IX	Strength
<input checked="" type="checkbox"/>	MYTH	X	Perspective Change
	MYTH	XI	Death
	MYTH	XII	Cooperation
<input checked="" type="checkbox"/>	MYTH	XIII	Darkness
<input checked="" type="checkbox"/>	MYTH	XIV	Rebuilding
<input checked="" type="checkbox"/>	MYTH	XV	Light
	MYTH	XVI	Betrayal
	MYTH	XVII	Success
<input checked="" type="checkbox"/>	MYTH	XVIII	Judgement
	MYTH	XIX	Completion

Hanging	Απαγχονισμός	
Change	Αλλαγή	
Purchase	Αγορά	
Initiation	Μύηση	
Oath/Pledge	Όρκος/Ορκωμοσία	
Capture/Conquest	Άλωση	
Tax	Φόρος	
Letter/Mail	Γράμμα/Επιστολή	
Codes/Ciphers	Κώδικας	
Local Official	Προεστός	
Raya/Tributary	Ραγιάς	
Pasha	Πασάς	
Clergyman	Κληρικός	
Klepht/Outlaw	Κλέφτης	
Armatoles/Militiaman	Αρματολός	
Upper Class Phanariot Greek	Φαναριώτης	
Tzar	Τσάρος	
Captain	Αρχηγός	
Chieftain	Πολέμαρχος	
Member of the Secret Society of Friends	Μέλος Φιλικής Εταιρίας	
Sultan	Σουλτάνος	
Merchant/Trader	Έμπορος	
Traveler	Περιηγητής	
Janissary	Γενίταρος	

CHALLENGE A.4: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Revolution - Liberation - Pride Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Επανάσταση - Απελευθέρωση - Περηφάνια Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Revolution	Επανάσταση	
Concept 2:	Liberation	Απελευθέρωση	
Concept 3:	Pride	Περηφάνια	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.5: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Justice - Tax - Wealth Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Δικαιοσύνη - Φόρος - Πλούτος Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Justice	Δικαιοσύνη	
Concept 2:	Tax	Φόρος	
Concept 3:	Wealth	Πλούτος	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.6: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Capture/Conquest - Betrayal - Discord Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Άλωση - Προδοσία - Διχόνοια Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Capture/Conquest	Άλωση	
Concept 2:	Betrayal	Προδοσία	
Concept 3:	Discord	Διχόνοια	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.7: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Fight - Capture/Conquest - Destruction Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Μάχη - Άλωση - Καταστροφή Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Fight	Μάχη	
Concept 2:	Capture/Conquest	Άλωση	
Concept 3:	Destruction	Καταστροφή	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.8: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Initiation - Oath/Pledge - Betrayal Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Μύηση - Όρκος - Προδοσία Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Initiation	Μύηση	
Concept 2:	Oath/Pledge	Όρκος	

Concept 3:	Betrayal	Προδοσία	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.9: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Terror - Anger - Discord Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Τρόμος - Ουμός - Διχόνοια Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Terror	Τρόμος	
Concept 2:	Anger	Ουμός	
Concept 3:	Discord	Διχόνοια	
Maximum game duration: 300 seconds [default]			

C²Learn Content: Code name: Scouts on Mountain.

Piloting in: Country: Greece. School context: EA, primary school, year 5 (10 year olds)

	Expression in English	Expression in Greek	Expression in German
Theme:	Geography	Γεωγραφία	
Sub-theme:	Understanding the natural environment	Κατανοώντας το φυσικό περιβάλλον	

C2Learn Gameful Design Concept		Expression in English	Expression in Greek	Expression in German
CREATIVE QUEST	Title	A mountainous adventure	Περιπέτεια στα ορεινά	
	Description			
CREATIVE MISSIONS IN THIS QUEST (overview)				
CREATIVE MISSION A		Surviving on a mountain: a place to camp!	Επιβίωση στο βουνό: μέρος για κατασκήνωση!	
CREATIVE MISSION B		Surviving on a mountain: the way back!	Επιβίωση στο βουνό: ο δρόμος της επιστροφής!	

C2Learn Gameful Design Concept		Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION A		Surviving on a mountain: a place to camp!	Επιβίωση στο βουνό: μέρος για κατασκήνωση!	
Problem		A boy-and-girl scout team is looking for the right place to camp on a Greek mountain.	Αναζήτηση κατάλληλου τόπου κατασκήνωσης σε ένα βουνό της Ελλάδας με την ομάδα των προσκόπων	
CREATIVE CHALLENGES (overview)		4Scribes: 3 games (1 Basic, 1 Light and Dark, 1 Co-Op) Creative Stories: 0 game Iconoscope: 3 games		

CHALLENGE A.1: 4Scribes				Starting expression in English				Starting expression in Greek				Starting expression in German				
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]				You belong to a boy-and-girl scout team on a mountain expedition. Where will you choose to set camp?				Είσαι μέλος ενός συστήματος προσκόπων που βρίσκεται σε εκδρομή σε ένα βουνό. Πού θα επιλέξετε να κατασκηνώσετε;								
Standard deck of elements																
	Random selection of any of the standard elements.											Name of custom deck:		Primary Greek Geography		
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:															
	EARTH	1	Weapon		<input checked="" type="checkbox"/>	WATER	14	Boy of Water			FIRE	8	Happiness, Joy	Additional custom elements		
<input checked="" type="checkbox"/>	EARTH	2	Treasure		<input checked="" type="checkbox"/>	WATER	15	Girl of Water			FIRE	9	Pride	In English	In Greek	Ger
	EARTH	3	Vehicle		<input checked="" type="checkbox"/>	WATER	16	Man of Water			FIRE	10	Fear, Terror	Despair	Απελπισία/Απόγνωση	
	EARTH	4	Food, Drink		<input checked="" type="checkbox"/>	WATER	17	Woman of Water			FIRE	11	Certainty	Insecurity	Ανασφάλεια/Αβεβαιοτητα	
	EARTH	5	Book		<input checked="" type="checkbox"/>	WATER	18	Elder Man of Water		<input checked="" type="checkbox"/>	FIRE	12	Eureka!	Security	Ασφάλεια	
<input checked="" type="checkbox"/>	EARTH	6	Symbol, Crest		<input checked="" type="checkbox"/>	WATER	19	Elder Woman of Water		<input checked="" type="checkbox"/>	FIRE	13	Baby of Fire	Hope	Ελπίδα	
	EARTH	7	Companion, Pet		<input checked="" type="checkbox"/>	WIND	1	Lies		<input checked="" type="checkbox"/>	FIRE	14	Boy of Fire	Relief	Ανακούφιση	
	EARTH	8	Tool		<input checked="" type="checkbox"/>	WIND	2	Miracle		<input checked="" type="checkbox"/>	FIRE	15	Girl of Fire	Deceit	Δόλος	
<input checked="" type="checkbox"/>	EARTH	9	Talisman		<input checked="" type="checkbox"/>	WIND	3	Performance		<input checked="" type="checkbox"/>	FIRE	16	Man of Fire	Thirst-Hunger	Πείνα – Δίψα	
<input checked="" type="checkbox"/>	EARTH	10	Instrument		<input checked="" type="checkbox"/>	WIND	4	Sharing		<input checked="" type="checkbox"/>	FIRE	17	Woman of Fire	Failure	Αποτυχία	
	EARTH	11	Map			WIND	5	Accusation		<input checked="" type="checkbox"/>	FIRE	18	Elder Man of Fire	Disagreement/Conflict	Διαφωνία/Διχόνοια	
	EARTH	12	Plant, Flora		<input checked="" type="checkbox"/>	WIND	6	Celebration		<input checked="" type="checkbox"/>	FIRE	19	Elder Woman of Fire	Bid/Offer	Προσφορά	
<input checked="" type="checkbox"/>	EARTH	13	Baby of Earth			WIND	7	Disappearance		<input checked="" type="checkbox"/>	MYTH	I	Birth	Creation	Δημιουργία	
<input checked="" type="checkbox"/>	EARTH	14	Boy of Earth			WIND	8	Challenge		<input checked="" type="checkbox"/>	MYTH	II	Magic	Repair	Επιδιόρθωση	
<input checked="" type="checkbox"/>	EARTH	15	Girl of Earth		<input checked="" type="checkbox"/>	WIND	9	Grow Old, Decay		<input checked="" type="checkbox"/>	MYTH	III	Rules	Destruction	Καταστροφή	
<input checked="" type="checkbox"/>	EARTH	16	Man of Earth		<input checked="" type="checkbox"/>	WIND	10	Prophecy		<input checked="" type="checkbox"/>	MYTH	IV	Lovers	Education	Εκπαίδευση	
<input checked="" type="checkbox"/>	EARTH	17	Woman of Earth		<input checked="" type="checkbox"/>	WIND	11	Quest, Receive		<input checked="" type="checkbox"/>	MYTH	V	Falling	Swimming	Κολύμπι	
<input checked="" type="checkbox"/>	EARTH	18	Elder Man of Earth		<input checked="" type="checkbox"/>	WIND	12	Metamorphosis		<input checked="" type="checkbox"/>	MYTH	VI	Justice	Avoidance	Αποφυγή	
<input checked="" type="checkbox"/>	EARTH	19	Elder Woman of Earth		<input checked="" type="checkbox"/>	WIND	13	Baby of Wind		<input checked="" type="checkbox"/>	MYTH	VII	Isolation	Communication	Επικοινωνία	
<input checked="" type="checkbox"/>	WATER	1	Learn	<input checked="" type="checkbox"/>	WIND	14	Boy of Wind		MYTH	VIII	Luck	Healing	Ίαση			
	WATER	2	Craft, Make, Build	<input checked="" type="checkbox"/>	WIND	15	Girl of Wind		MYTH	IX	Strength	Meeting,	Συνάντηση			
<input checked="" type="checkbox"/>	WATER	3	Flee, Run	<input checked="" type="checkbox"/>	WIND	16	Man of Wind		<input checked="" type="checkbox"/>	MYTH	X	Perspective Change	Wounding	Τραυματισμός		
	WATER	4	Deal, Do Business	<input checked="" type="checkbox"/>	WIND	17	Woman of Wind			MYTH	XI	Death	Boat	Βάρκα		
	WATER	5	Defend	<input checked="" type="checkbox"/>	WIND	18	Elder Man of Wind			MYTH	XII	Cooperation	Phone	Τηλέφωνο		
	WATER	6	Influence	<input checked="" type="checkbox"/>	WIND	19	Elder Woman of Wind		<input checked="" type="checkbox"/>	MYTH	XIII	Darkness	Clothes	Ρούχα		
	WATER	7	Scheme, Plan		FIRE	1	Pain and Agony		<input checked="" type="checkbox"/>	MYTH	XIV	Rebuilding	Blanket,	Κουβέρτα		

[illegible][illegible][illegible]

Net,	Δίκτυο	
Lens,	Φακός	
Compass	Πυξίδα	
Medication	Φάρμακο	
Tent	Σκηνή	
Rope,	Σκοινί	
Doctor	Γιατρός	
Politician	Πολιτικός	
Explorer	Εξερευνητής	
Athlete	Αθλητής	
Mountaineer	Ορειβάτης	
Engineer	Μηχανικός	
Man of the mountains/Peasant	Ορεισίβιος,	
River	Ποτάμι	
Estuary	Εκβολή	
Water Spring	Πηγή	
Delta	Δέλτα	
Canyon	Φαράγγι	
Gorge	Χαράδρα	
Valley	Κουλάδα	
Forest	Δάσος	
Lake	Λίμνη	
Blizzard,	Χιονοθύελλα	
Storm	Καταιγίδα	
Fog	Ομίχλη	
Rain	Βροχή	
Snow	Χιόνι	
Plateau	Οροπέδιο	

CHALLENGE A.2: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - River - Water Spring - Estuary Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Ποτάμι - Πηγή - Εκβολή Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	River	Ποτάμι	
Concept 2:	Water Spring	Πηγή	
Concept 3:	Estuary	Εκβολή	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.3: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Forest - Gorge - Plateau Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Δάσος - Χαράδρα - Οροπέδιο Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Forest	Δάσος	
Concept 2:	Gorge	Χαράδρα	
Concept 3:	Plateau	Οροπέδιο	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.4: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Canyon - Valley - Lake Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Φαράγγι - Κοιλάδα - Λίμνη Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Canyon	Φαράγγι	
Concept 2:	Valley	Κοιλάδα	
Concept 3:	Lake	Λίμνη	
Maximum game duration: 300 seconds [default]			

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION B	Surviving on a mountain: the way back!	Επιβίωση στο βουνό: ο δρόμος της επιστροφής!	
Problem	Looking for the way back from the mountain	Αναζητώντας το δρόμο της επιστροφής από το βουνό	
CREATIVE CHALLENGES (<i>overview</i>)	4Scribes: 3 game (1 Basic, 1 Light and Dark, 1 Co-Op) Creative Stories: 1 game Iconoscope: 2 games		

CHALLENGE B.1: <i>Creative Stories</i>	Starting expression in English	Starting expression in Greek	Starting expression in German
	You belong to a boy-and-girl scout team and you are assigned to assist in the rescue mission for two mountaineers lost on mount Olympus. In your diary you record the search effort as it unfolds through to its completion.	Είσαι μέλος ενός συστήματος προσκόπων και σου έχουν αναθέσει να βοηθήσεις μια ομάδα διάσωσης, που προσπαθεί να εντοπίσει και να σώσει δύο ορειβάτες που έχουν χαθεί στον Όλυμπο. Σε ένα ημερολόγιο καταγράφεις την εξέλιξη και την έκβαση της έρευνας.	

CHALLENGE B.2: 4Scribes				Starting expression in English				Starting expression in Greek				Starting expression in German				
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]				Your boy-and-girl scout team is lost on a mountain and you are trying to figure out the way back. How do you proceed?				Έχεις χαθεί με την ομάδα των προσκόπων σε ένα βουνό και προσπαθείς να βρεις τον δρόμο της επιστροφής. Πώς προχωράς;								
Standard deck of elements																
	Random selection of any of the standard elements.										Name of custom deck:		Primary Greek Geography			
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:															
	EARTH	1	Weapon	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	WATER	14	Boy of Water	<input checked="" type="checkbox"/>		FIRE	8	Happiness, Joy	Additional custom elements		
<input checked="" type="checkbox"/>	EARTH	2	Treasure		<input checked="" type="checkbox"/>	WATER	15	Girl of Water			FIRE	9	Pride	In English	In Greek	Ger
	EARTH	3	Vehicle		<input checked="" type="checkbox"/>	WATER	16	Man of Water			FIRE	10	Fear, Terror	Despair	Απελπισία/Απόγνωση	
	EARTH	4	Food, Drink		<input checked="" type="checkbox"/>	WATER	17	Woman of Water			FIRE	11	Certainty	Insecurity	Ανασφάλεια/Αβεβαιοτητα	
	EARTH	5	Book		<input checked="" type="checkbox"/>	WATER	18	Elder Man of Water		<input checked="" type="checkbox"/>	FIRE	12	Eureka!	Security	Ασφάλεια	
<input checked="" type="checkbox"/>	EARTH	6	Symbol, Crest		<input checked="" type="checkbox"/>	WATER	19	Elder Woman of Water		<input checked="" type="checkbox"/>	FIRE	13	Baby of Fire	Hope	Ελπίδα	
	EARTH	7	Companion, Pet		<input checked="" type="checkbox"/>	WIND	1	Lies		<input checked="" type="checkbox"/>	FIRE	14	Boy of Fire	Relief	Ανακούφιση	
	EARTH	8	Tool		<input checked="" type="checkbox"/>	WIND	2	Miracle		<input checked="" type="checkbox"/>	FIRE	15	Girl of Fire	Deceit	Δόλος	
<input checked="" type="checkbox"/>	EARTH	9	Talisman		<input checked="" type="checkbox"/>	WIND	3	Performance		<input checked="" type="checkbox"/>	FIRE	16	Man of Fire	Thirst-Hunger	Πείνα – Δίψα	
<input checked="" type="checkbox"/>	EARTH	10	Instrument		<input checked="" type="checkbox"/>	WIND	4	Sharing		<input checked="" type="checkbox"/>	FIRE	17	Woman of Fire	Failure	Αποτυχία	
	EARTH	11	Map			WIND	5	Accusation		<input checked="" type="checkbox"/>	FIRE	18	Elder Man of Fire	Disagreement/Conflict	Διαφωνία/Διχόνοια	
	EARTH	12	Plant, Flora		<input checked="" type="checkbox"/>	WIND	6	Celebration		<input checked="" type="checkbox"/>	FIRE	19	Elder Woman of Fire	Bid/Offer	Προσφορά	
<input checked="" type="checkbox"/>	EARTH	13	Baby of Earth			WIND	7	Disappearance		<input checked="" type="checkbox"/>	MYTH	I	Birth	Creation	Δημιουργία	
<input checked="" type="checkbox"/>	EARTH	14	Boy of Earth			WIND	8	Challenge		<input checked="" type="checkbox"/>	MYTH	II	Magic	Repair	Επιδιόρθωση	
<input checked="" type="checkbox"/>	EARTH	15	Girl of Earth		<input checked="" type="checkbox"/>	WIND	9	Grow Old, Decay		<input checked="" type="checkbox"/>	MYTH	III	Rules	Destruction	Καταστροφή	
<input checked="" type="checkbox"/>	EARTH	16	Man of Earth		<input checked="" type="checkbox"/>	WIND	10	Prophecy		<input checked="" type="checkbox"/>	MYTH	IV	Lovers	Education	Εκπαίδευση	
<input checked="" type="checkbox"/>	EARTH	17	Woman of Earth		<input checked="" type="checkbox"/>	WIND	11	Quest, Receive		<input checked="" type="checkbox"/>	MYTH	V	Falling	Swimming	Κολύμπι	
<input checked="" type="checkbox"/>	EARTH	18	Elder Man of Earth		<input checked="" type="checkbox"/>	WIND	12	Metamorphosis		<input checked="" type="checkbox"/>	MYTH	VI	Justice	Avoidance	Αποφυγή	
<input checked="" type="checkbox"/>	EARTH	19	Elder Woman of Earth		<input checked="" type="checkbox"/>	WIND	13	Baby of Wind		<input checked="" type="checkbox"/>	MYTH	VII	Isolation	Communication	Επικοινωνία	
	WATER	1	Learn	<input checked="" type="checkbox"/>	WIND	14	Boy of Wind		MYTH	VIII	Luck	Healing	Ίαση			
	WATER	2	Craft, Make, Build	<input checked="" type="checkbox"/>	WIND	15	Girl of Wind		MYTH	IX	Strength	Meeting,	Συνάντηση			
<input checked="" type="checkbox"/>	WATER	3	Flee, Run	<input checked="" type="checkbox"/>	WIND	16	Man of Wind	<input checked="" type="checkbox"/>	MYTH	X	Perspective Change	Wounding	Τραυματισμός			
	WATER	4	Deal, Do Business	<input checked="" type="checkbox"/>	WIND	17	Woman of Wind		MYTH	XI	Death	Boat	Βάρκα			
	WATER	5	Defend	<input checked="" type="checkbox"/>	WIND	18	Elder Man of Wind		MYTH	XII	Cooperation	Phone	Τηλέφωνο			
	WATER	6	Influence	<input checked="" type="checkbox"/>	WIND	19	Elder Woman of Wind	<input checked="" type="checkbox"/>	MYTH	XIII	Darkness	Clothes	Ρούχα			
	WATER	7	Scheme, Plan		FIRE	1	Pain and Agony	<input checked="" type="checkbox"/>	MYTH	XIV	Rebuilding	Blanket,	Κουβέρτα			

[illegible][illegible][illegible]

Net,	Δίκτυο	
Lens,	Φακός	
Compass	Πυξίδα	
Medication	Φάρμακο	
Tent	Σκηνή	
Rope,	Σκοινί	
Doctor	Γιατρός	
Politician	Πολιτικός	
Explorer	Εξερευνητής	
Athlete	Αθλητής	
Mountaineer	Ορειβάτης	
Engineer	Μηχανικός	
Man of the mountains/Peasant	Ορεισίβιος,	
River	Ποτάμι	
Estuary	Εκβολή	
Water Spring	Πηγή	
Delta	Δέλτα	
Canyon	Φαράγγι	
Gorge	Χαράδρα	
Valley	Κουλάδα	
Forest	Δάσος	
Lake	Λίμνη	
Blizzard,	Χιονοθύελλα	
Storm	Καταιγίδα	
Fog	Ομίχλη	
Rain	Βροχή	
Snow	Χιόνι	
Plateau	Οροπέδιο	

CHALLENGE B.3: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Snow - Blizzard - Fog Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Χιόνι - Χιονοθύελλα - Ομίχλη Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Snow	Χιόνι	
Concept 2:	Blizzard	Χιονοθύελλα	
Concept 3:	Fog	Ομίχλη	
Maximum game duration: 300 seconds [default]			

CHALLENGE B.4: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Rain - Storm - Blizzard Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Βροχή - Καταιγίδα - Χιονοθύελλα Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Rain	Βροχή	
Concept 2:	Storm	Καταιγίδα	
Concept 3:	Blizzard	Χιονοθύελλα	
Maximum game duration: 300 seconds [default]			

C²Learn Content: Code name: Dangerous situations**Piloting in:** Country: Greece. School context: EA, secondary school, year 8 (13 year olds)

	Expression in English	Expression in Greek	Expression in German
Theme:	Ethical questions and dilemmas	Ηθικά ζητήματα και διλήμματα	
Sub-theme:	Survival	Επιβίωση	

C2Learn Gameful Design Concept		Expression in English	Expression in Greek	Expression in German
CREATIVE QUEST	Title	Strange dangerous mountain!	Άγνωστο επικίνδυνο βουνό!	
	Description	You need to stay alive under difficult circumstances. You have to make very hard decisions and come up with solutions that will help not only yourself, but everyone else who is with you.	Προσπαθείς να επιβιώσεις κάτω από δύσκολες καταστάσεις. Οι αποφάσεις που θα λάβεις, είναι ιδιαίτερα δύσκολες και πρέπει να βρεις λύσεις που θα βοηθήσουν τόσο εσένα, όσο και τους υπόλοιπους ανθρώπους που βρίσκονται μαζί σου.	
CREATIVE MISSIONS IN THIS QUEST (overview)				
CREATIVE MISSION A		Will you rescue yourself or rescue others?	Θέλεις να σωθείς ή να σώσεις;	
CREATIVE MISSION B		An unexpected mountain climb	Αναπάντευχη ορειβασία	

C2Learn Gameful Design Concept		Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION A		Will you rescue yourself or rescue others?	Θέλεις να σωθείς ή να σώσεις;	
Problem		A plane crash-landed on the mountain. The wounded are trying to survive. Will you rescue yourself or rescue others?	Ένα αεροπλάνο έπεσε στο βουνό. Οι τραυματίες αγωνίζονται να επιβιώσουν. Θέλεις να σωθείς ή να σώσεις;	
CREATIVE CHALLENGES (overview)		4Scribes: 3 games (1 Basic, 1 Light and Dark, 1 Co-Op) Creative Stories: 1 game Iconoscope: 2 games		

CHALLENGE A.1: <i>Creative Stories</i>	Starting expression in English	Starting expression in Greek	Starting expression in German
	You are concerned that not everyone will be rescued; you don't have enough food and water supplies. Thankfully, a plane locates you and assists with supplies. But what if it hadn't? What would have happened then? Write to explore this question.	Φοβάσαι ότι δεν μπορούν να σωθούν όλοι, διότι τα τρόφιμα και το νερό δεν επαρκούν. Ευτυχώς, ένα αεροπλάνο σας εντόπισε. Γράφεις ένα κείμενο για τι θα μπορούσε να είχε γίνει εάν δεν ερχόταν το αεροπλάνο.	

CHALLENGE A.2: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Insecurity - Hesitation - Pain Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Ανασφάλεια - Δισταγμός - Πόνος Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Insecurity	Ανασφάλεια	
Concept 2:	Hesitation	Δισταγμός	
Concept 3:	Pain	Πόνος	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.3: <i>Iconoscope</i>	In English	In Greek	In German
Starting expression:	Let's look a bit deeper. What do these concepts hide? <ul style="list-style-type: none"> - Will - Search - Daring/Bravery Maybe you can see something the others can't see. Let's see who will outsmart whom!	Ας κοιτάξουμε λίγο βαθύτερα. Τι κρύβουν οι παρακάτω έννοιες; <ul style="list-style-type: none"> - Θέληση - Αναζήτηση - Τόλμη Μήπως βλέπεις κάτι που δεν βλέπουν οι άλλοι; Για να δούμε, ποιος θα ξεγελάσει ποιον!	
Concept 1:	Will	Θέληση	
Concept 2:	Search	Αναζήτηση	
Concept 3:	Daring/Bravery	Τόλμη	
Maximum game duration: 300 seconds [default]			

CHALLENGE A.4: 4Scribes				Starting expression in English				Starting expression in Greek				Starting expression in German				
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]				The airplane crash-landed on a mountain. Some people are wounded. It is cold. You decide to start searching for basic food, clothing and medicine. The conditions are harsh, and you have to decide if you are going to try to rescue the three wounded or leave, thus rescuing yourselves. Try to find some solution.)Το αεροπλάνο προσγειώθηκε ανώμαλα σε ένα βουνό. Υπάρχουν τραυματίες. Κάνει κρύο. Αποφασίζετε να ξεκινήσετε μια αναζήτηση βασικών τροφών, ρούχων και φαρμάκων. Οι συνθήκες είναι δύσκολες και πρέπει να αποφασίσετε εάν θα σώσετε τους τρεις τραυματίες ή αν θα φύγετε, για να σωθείτε εσείς. Προσπαθείτε να βρείτε λύσεις.								
Standard deck of elements																
	Random selection of any of the standard elements.											Name of custom deck:		Greek Secondary Dangerous Situations		
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:															
	EARTH	1	Weapon			WATER	14	Boy of Water			FIRE	8	Happiness, Joy	Additional custom elements		
	EARTH	2	Treasure			WATER	15	Girl of Water			FIRE	9	Pride	In English	In Greek	In German
<input checked="" type="checkbox"/>	EARTH	3	Vehicle			WATER	16	Man of Water			FIRE	10	Fear, Terror			
	EARTH	4	Food, Drink			WATER	17	Woman of Water			FIRE	11	Certainty			
	EARTH	5	Book			WATER	18	Elder Man of Water			FIRE	12	Eureka!			
	EARTH	6	Symbol, Crest			WATER	19	Elder Woman of Water		<input checked="" type="checkbox"/>	FIRE	13	Baby of Fire			
	EARTH	7	Companion, Pet			WIND	1	Lies			FIRE	14	Boy of Fire			
	EARTH	8	Tool			WIND	2	Miracle			FIRE	15	Girl of Fire			
	EARTH	9	Talisman			WIND	3	Performance			FIRE	16	Man of Fire			
	EARTH	10	Instrument			WIND	4	Sharing			FIRE	17	Woman of Fire			
	EARTH	11	Map			WIND	5	Accusation			FIRE	18	Elder Man of Fire			
	EARTH	12	Plant, Flora		<input checked="" type="checkbox"/>	WIND	6	Celebration			FIRE	19	Elder Woman of Fire			
<input checked="" type="checkbox"/>	EARTH	13	Baby of Earth			WIND	7	Disappearance		<input checked="" type="checkbox"/>	MYTH	I	Birth			
	EARTH	14	Boy of Earth			WIND	8	Challenge		<input checked="" type="checkbox"/>	MYTH	II	Magic			
	EARTH	15	Girl of Earth			WIND	9	Grow Old, Decay			MYTH	III	Rules			
	EARTH	16	Man of Earth			WIND	10	Prophecy			MYTH	IV	Lovers			
	EARTH	17	Woman of Earth			WIND	11	Quest, Receive			MYTH	V	Falling			
	EARTH	18	Elder Man of Earth		<input checked="" type="checkbox"/>	WIND	12	Metamorphosis			MYTH	VI	Justice			
	EARTH	19	Elder Woman of Earth		<input checked="" type="checkbox"/>	WIND	13	Baby of Wind			MYTH	VII	Isolation			
	WATER	1	Learn			WIND	14	Boy of Wind			MYTH	VIII	Luck			
	WATER	2	Craft, Make, Build			WIND	15	Girl of Wind			MYTH	IX	Strength			
	WATER	3	Flee, Run			WIND	16	Man of Wind			MYTH	X	Perspective Change			
	WATER	4	Deal, Do Business			WIND	17	Woman of Wind			MYTH	XI	Death			
	WATER	5	Defend			WIND	18	Elder Man of Wind			MYTH	XII	Cooperation			
	WATER	6	Influence			WIND	19	Elder Woman of Wind			MYTH	XIII	Darkness			
	WATER	7	Scheme, Plan			FIRE	1	Pain and Agony			MYTH	XIV	Rebuilding			
	WATER	8	Fight			FIRE	2	Anger			MYTH	XV	Light			

	WATER	9	Travel		FIRE	3	Confusion		MYTH	XVI	Betrayal			
	WATER	10	Help, Rescue		FIRE	4	Shame, Guilt		MYTH	XVII	Success			
	WATER	11	Give		FIRE	5	Sadness, Grief		MYTH	XVIII	Judgement			
	WATER	12	Take		FIRE	6	Trust		MYTH	XIX	Completion			
<input checked="" type="checkbox"/>	WATER	13	Baby of Water		FIRE	7	Obsession							

C2Learn Gameful Design Concept	Starting expression in English	Starting expression in Greek	Starting expression in German
CREATIVE MISSION B	An unexpected mountain climb	Αναπάντεχη ορειβασία	
Problem	How can you survive climbing a strange mountain with uncooperative companions?	Πώς μπορείς να επιβιώσεις από μια ορειβασία σε ένα άγνωστο βουνό με ανθρώπους που δεν συνεργάζονται;	
CREATIVE CHALLENGES (overview)	4Scribes: <u>3</u> game (1 Basic, 1 Light and Dark, 1 Co-Op) Creative Stories: <u>0</u> game Iconoscope: <u>0</u> games		

CHALLENGE B.1: 4Scribes				Starting expression in English				Starting expression in Greek				Starting expression in German				
Game version: <input checked="" type="checkbox"/> 4Scribes Basic <input checked="" type="checkbox"/> 4Scribes Light and Dark <input checked="" type="checkbox"/> 4Scribes Co-Op Number of rounds: 4 [default]				A snowstorm obliges you to change your course and you are lost in the mountain. Your team of chosen mountaineers suddenly appear uncooperative, because they believe that you don't have enough food and water for everyone. They argue about which path to take and what rescue plan to follow. You feel that it is impossible to get everyone to cooperate in time to be rescued.				Μια χιονοθύελλα σας αναγκάζει να αλλάξετε δρόμο και χάνεστε στο βουνό. Η ομάδα που επέλεξε να πραγματοποιήσεις την ορειβασία δεν φαίνεται να συνεργάζεται, διότι πιστεύουν ότι τα τρόφιμα και το νερό δεν φτάνουν πια για όλους. Υπάρχουν διαφωνίες για τι είδους μονοπάτι θα ακολουθήσετε και πώς θα σωθείτε. Δεν πιστεύετε ότι θα μπορείτε να συνεργαστείτε με όλους, για να σωθείτε σύντομα.								
Standard deck of elements																
	Random selection of any of the standard elements.										Name of custom deck:		Greek Secondary Dangerous Situations			
<input checked="" type="checkbox"/>	Random selection of standard elements EXCEPT those indicated below:															
	EARTH	1	Weapon			WATER	14	Boy of Water			FIRE	8	Happiness, Joy	Additional custom elements		
	EARTH	2	Treasure			WATER	15	Girl of Water			FIRE	9	Pride	In English	In Greek	In German
<input checked="" type="checkbox"/>	EARTH	3	Vehicle			WATER	16	Man of Water			FIRE	10	Fear, Terror			
	EARTH	4	Food, Drink			WATER	17	Woman of Water			FIRE	11	Certainty			
	EARTH	5	Book			WATER	18	Elder Man of Water			FIRE	12	Eureka!			
	EARTH	6	Symbol, Crest			WATER	19	Elder Woman of Water		<input checked="" type="checkbox"/>	FIRE	13	Baby of Fire			
	EARTH	7	Companion, Pet			WIND	1	Lies			FIRE	14	Boy of Fire			
	EARTH	8	Tool			WIND	2	Miracle			FIRE	15	Girl of Fire			
	EARTH	9	Talisman			WIND	3	Performance			FIRE	16	Man of Fire			
	EARTH	10	Instrument			WIND	4	Sharing			FIRE	17	Woman of Fire			
	EARTH	11	Map			WIND	5	Accusation			FIRE	18	Elder Man of Fire			
	EARTH	12	Plant, Flora		<input checked="" type="checkbox"/>	WIND	6	Celebration			FIRE	19	Elder Woman of Fire			
<input checked="" type="checkbox"/>	EARTH	13	Baby of Earth			WIND	7	Disappearance		<input checked="" type="checkbox"/>	MYTH	I	Birth			
	EARTH	14	Boy of Earth			WIND	8	Challenge		<input checked="" type="checkbox"/>	MYTH	II	Magic			
	EARTH	15	Girl of Earth			WIND	9	Grow Old, Decay			MYTH	III	Rules			
	EARTH	16	Man of Earth			WIND	10	Prophecy			MYTH	IV	Lovers			
	EARTH	17	Woman of Earth			WIND	11	Quest, Receive			MYTH	V	Falling			
	EARTH	18	Elder Man of Earth		<input checked="" type="checkbox"/>	WIND	12	Metamorphosis			MYTH	VI	Justice			
	EARTH	19	Elder Woman of Earth		<input checked="" type="checkbox"/>	WIND	13	Baby of Wind			MYTH	VII	Isolation			
	WATER	1	Learn			WIND	14	Boy of Wind			MYTH	VIII	Luck			
	WATER	2	Craft, Make, Build			WIND	15	Girl of Wind			MYTH	IX	Strength			
	WATER	3	Flee, Run			WIND	16	Man of Wind			MYTH	X	Perspective Change			
	WATER	4	Deal, Do Business			WIND	17	Woman of Wind			MYTH	XI	Death			
	WATER	5	Defend			WIND	18	Elder Man of Wind			MYTH	XII	Cooperation			
	WATER	6	Influence			WIND	19	Elder Woman of Wind			MYTH	XIII	Darkness			
	WATER	7	Scheme, Plan			FIRE	1	Pain and Agony			MYTH	XIV	Rebuilding			

	WATER	8	Fight		FIRE	2	Anger		MYTH	XV	Light			
	WATER	9	Travel		FIRE	3	Confusion		MYTH	XVI	Betrayal			
	WATER	10	Help, Rescue		FIRE	4	Shame, Guilt		MYTH	XVII	Success			
	WATER	11	Give		FIRE	5	Sadness, Grief		MYTH	XVIII	Judgement			
	WATER	12	Take		FIRE	6	Trust		MYTH	XIX	Completion			
<input checked="" type="checkbox"/>	WATER	13	Baby of Water		FIRE	7	Obsession							

4 C²LEARN OVERALL SYSTEM FUNCTIONAL REQUIREMENTS

This section presents the detailed functional specification for the C²Space environment as defined in summer 2014 by EA, with the assistance of NCSR-D.

	User Roles	Who is it?	
A	System Admin	One for each installation [IT responsible]	<i>Default Role from System Setup</i>
B	School Admin	IT responsible, Teacher (upon choice)	
C	Facilitator	Teacher, Student (upon choice of teacher)	
D	Learner	Students	

A. Functionalities for System Admin			
No.	Action	Flow	What
1	Register Schools	1. Registers Schools into the system and Provides information related to each School	School Name, Contact Details, ...
2	Register School Admins	1. Registers the Users who will be the School Administrator(s) for each School	-
3	Modify/ Delete		School Admins / Schools

B. Functionalities for School Admin			
No.	Action	Flow	What
1	Register Class	1. Registers the Classes of his/her School	Class=[Level, Number, Class ID]
2	Register Facilitators	1. Registers Facilitator(s) for each Class	Subject, First Name, Last Name, Default (UserName, Password)...
3	Register Learners	1. Registers Learners for each Class	...
4	Modify/ Delete		Learners/ Facilitators / Classes

C. Functionalities for Facilitator			
No.	Action	Flow	What
1	Organise Groups	1. Registers Groups 2. Assign Group to Class 3. Assign Learner for each Group	Group = [Group ID, Class, Members]
2	Create Gaming Activities	1. Selects from existing games 2. Creates new game 3. Assigns group to game 4. Saves new game	Game = [Game ID, Group]
3	Plan Gaming Activities	1. Sets timetable for game 2. Saves details of timetable	Timetable = [Date, Time]
4	Create Scenario	1. Creates educational scenario 2. Saves educational scenario 3. Assigns games to educational scenario	Scenario = [Scenario ID, Related Game]
5	Evaluates	1. Gives feedback to learner 2. Gives award to learner 3. Uses existing badge 4. Creates new badge 5. Saves new badge 6. Gives badge to learner	1. Feedback = asynchronous messages to the learner 3,4,5, 6 = The facilitator can use the different badges of the individual games or create new ones
6	Communicates	1. Sends messages to other users	

7	Creates Profile	<ol style="list-style-type: none">1. Creates profile2. Creates avatar3. Adjusts settings of profile (what can be seen: stories created, educational scenario created)	Profile = [Username, Avatar, Created content]
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