



# GEOCACHING CULTURE ROUTE

The Compass Geocaching Culture Route is a game based on the classic "treasure hunt" concept, where teams compete against each other to reach locations as quickly as possible and solve dynamic quiz questions. The goal is to support participants in language learning through a creative method while establishing a cultural connection simultaneously.

## HOW TO ORGANIZE YOUR OWN GAME WITH OLDER PEOPLE? Tips for teachers:

- Ensure you find a location that is easily accessible
- Create your own route by printing and placing the QR codes generated by the bot. To experiment with your own routes, you can use the code to create the routes::

<https://github.com/>

- Support each group of adults with a group leader who guides the group in using the technology.



which has already been created as part of the project, in person, you can get in touch with the following contacts:

- Germany: KVHS Norden, Customer Team, Uffenstraße 1, 26506 Norden, Tel. +49 49311870123 or info@kvhs-norden.de.
- Croatia: Volkshochschule Dante, Wenzelova 2, 51000, RIJEKA.
- Latvia: Foundation for Education and Innovation "Zini," Brivibas Street, 117-42, LV-5001, Riga.
- Portugal: UNAVE, Association for Vocational Training and Research of the University Aveiro, Campus Universitariosde Santiago, 3810-193 Aveiro.
- Universidade de Aveiro, Campus Universitário de Santiago, 3810-193 Aveiro.
- Italy: APS Polygonal, Via Elio Filippo Accrocca 1, 04010 Cori.
- Spain: DOMSPAIN CONSULTING SL, RAVAL SANT PERE, 1 ENTRESOL, 43201 Reus.

Example from the Project: All maps developed by us are fully translated, allowing participants to easily compare and learn words.

## DOWNLOAD THE EUROPE MAPS

-  Germany
-  Croatia
-  Latvia
-  Portugal
-  Italy
-  Spain

## How to Play the Cultural Geocaching Routes:

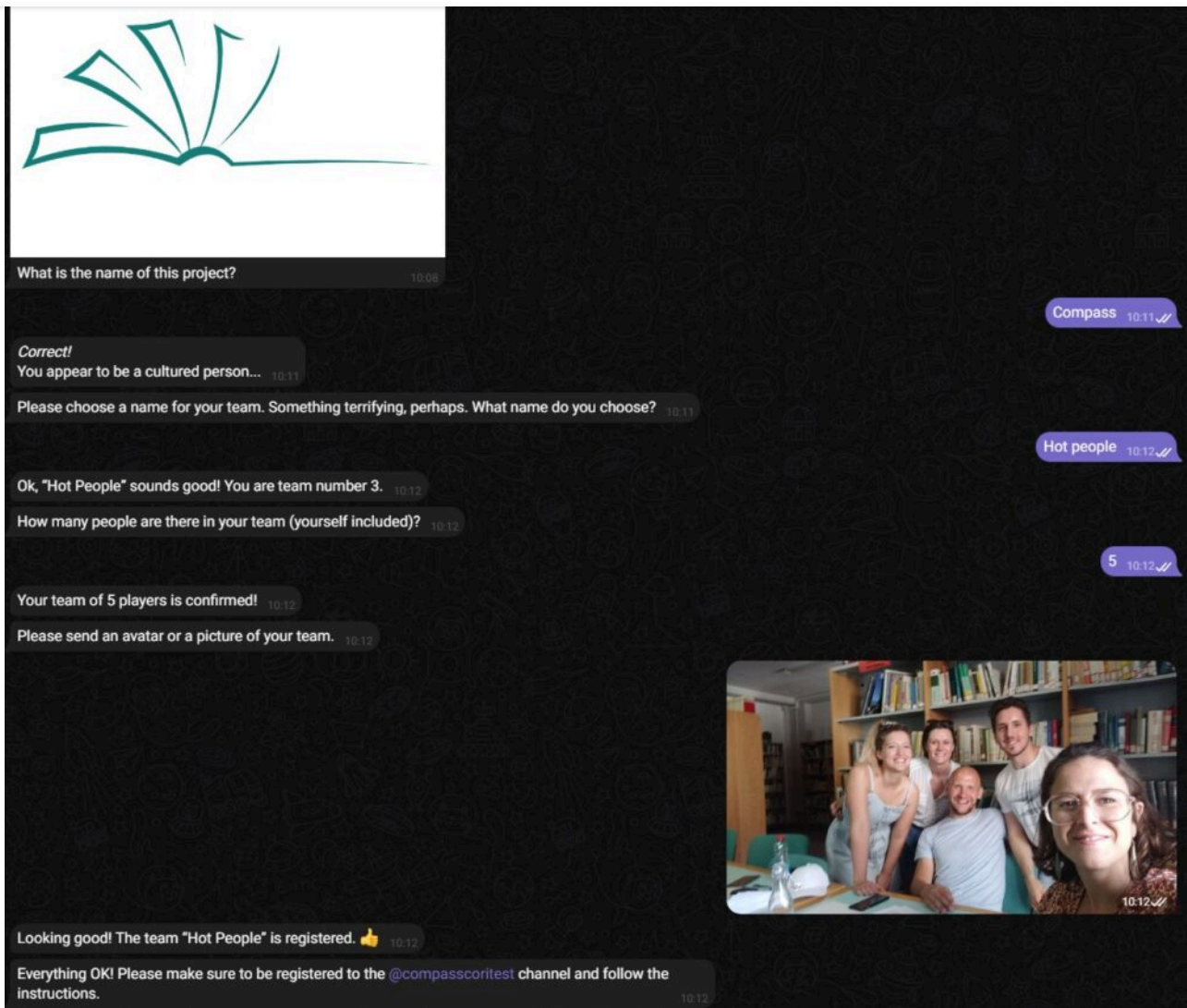
We have developed a digital tool to promote active aging and facilitate language acquisition, making language learning more enjoyable and connected to cultural heritage. We've created an interesting guide describing the locations covered in COMPASS in simple language. We've developed quizzes supporting language



while having the opportunity to explore cultural heritage patterns selected by COMPASS educators at their own pace.

## Game:

- Groups/Teams:
  - All players in a game session form teams (ideally consisting of 2-10 people) competing against each other.
  - Each team chooses a team leader who represents the entire team during the game. The team leader interacts with the game bot through their Telegram account.
  - Other players in the same team assist the team leader in reaching locations, searching for QR codes, and solving dynamic quiz questions.
- Registration/Sign-up:
  - To participate in a game, the team leader must initially scan the registration QR code on behalf of their team. The QR code is distributed by the game organizers before the game.



Team registration conversation with the bot.

With the ensuing conversation with the bot, the following questions will be asked:

1. A simple introduction quiz to verify that players understand the game's rules,
2. The team's name,
3. The number of team members (team leader included),
4. An avatar picture that represents the team (or a picture of the team itself).

## GAME STRUCTURE



**Team "Ac" reached location number 2!**

35 👁 10:26



**Team "Hot People" reached location number 2!**

38 👁 10:30



**Team "Ac" reached the last location!**

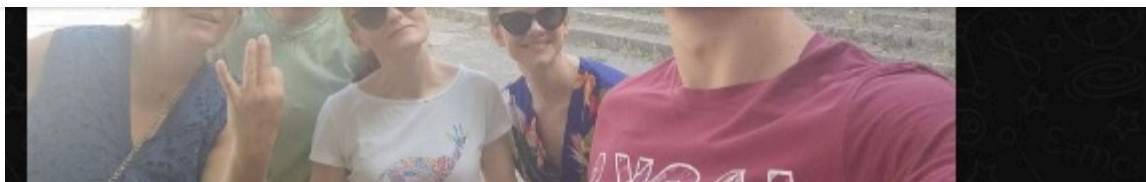
39 👁 10:30

**🏁 Team "Ac" is the first to complete the game! Congratulations!**

38 👁 10:30







Teams reaching different locations.

All teams gather at the game's starting location, at a given time, provided by the game organizers ahead of the game.

Organizers will show players the start QR Code (that is, the code identifying the starting location).

As soon as team leaders scan the code, the game will start.

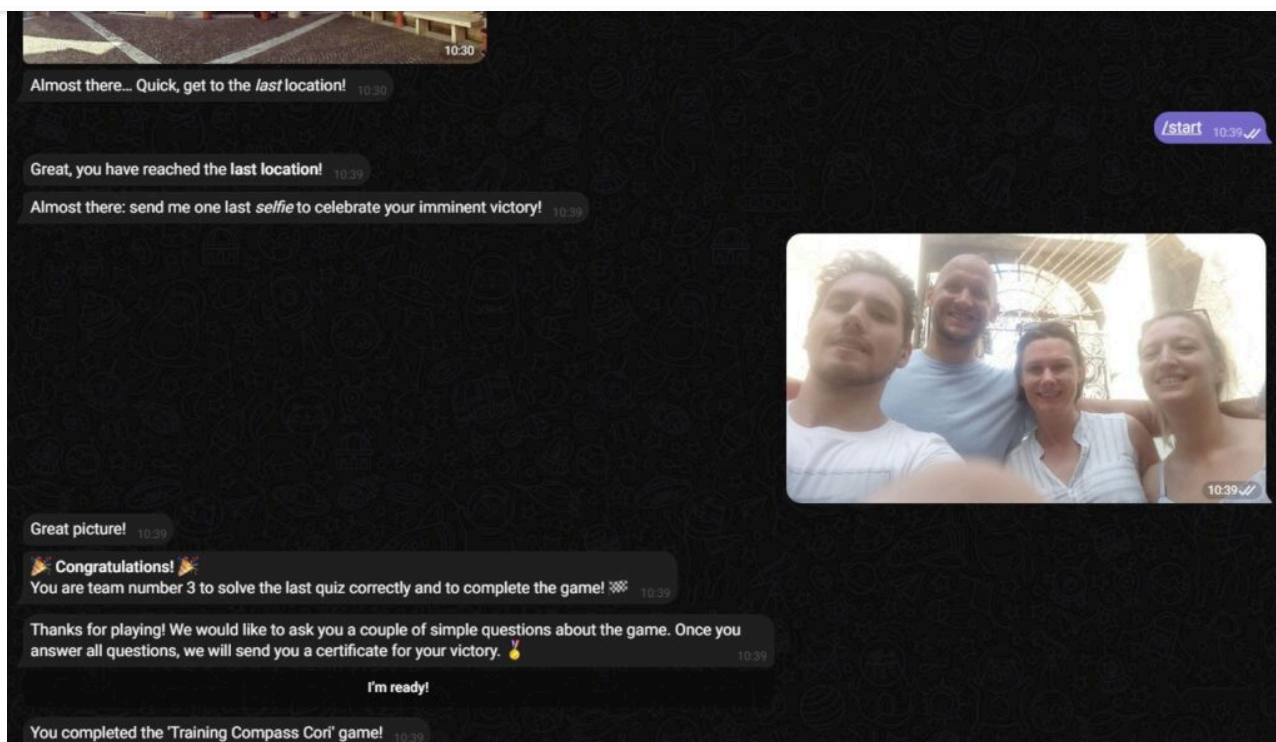
The game is structured as follows:

1. The team reaches a location (either the starting location or any intermediate one),
2. The team snaps a selfie, which serves as proof of reaching the location,
3. A quiz is assigned and solved by the players (the correct answer must be sent to the bot as a simple text message, if the given solution is wrong the team will have to wait for 30 seconds before trying again),
4. The next location is assigned, go to step (1); if all locations have been reached, the last location is assigned,
5. Last team selfie,
6. The final quiz is assigned and solved by the team,
7. The game is over.



The screenshot displays the eucompass interface during a geocaching activity. On the left, an orange panel contains a quiz with four options: A Pizzica, B Taranta, C Sbandieratori, and D Polygonal dance. Below the quiz, a message says "Type the correct answer and press enter." with a timestamp of 10:17. A confirmation message "That's right!" also shows a timestamp of 10:17. Below this is a map with a red location pin, and a message "Find the assigned location and look for a QR Code!" with a timestamp of 10:17. Further down, a message says "Well done, you found the right spot!" with a timestamp of 10:23, followed by a prompt to "Send a nice selfie of your team! (Grimaces are allowed. Make sure you all fit in the center of the picture.)" with a timestamp of 10:23. On the right side of the interface, there are three buttons: "C" with a timestamp of 10:17 and a checkmark, and two buttons labeled "/start" with timestamps of 10:23 and 10:22, both with checkmarks.

Quiz assigned and solved by the players.



Final quiz assigned and solved by the team.




## REQUIREMENTS BEFORE STARTING

Compass Geocaching cultural route makes use of the Telegram instant messaging platform in order to offer an accessible and easy-to-use game experience, both for players and game administrators. The game is based on the classical “treasure hunt” scheme, with player teams challenging each other looking for specific places and solving quizzes.

Each game location is identified by a square barcode (a so-called “QR Code”).

## WHAT YOU’LL NEED TO PLAY

The following requirements must be satisfied by the game administrator and by at least one person for each team (the so-called “team leader”).

-  Smartphone (with a fully charged battery  ),
-  Telegram account,





## **SMARTPHONE**

Any recent smartphone with GPS and a photcamera can be used to play the game.

Compass Geocaching cultural route has been successfully tested on the following operating systems: iOS or Android

## **TELEGRAM ACCOUNT**

Telegram is an instant messaging system (just like WhatsApp or Facebook Messenger), freely available on the App Store and Google Play Store.

In order to use Telegram you must first register and activate a user account, which can also be done for free through the application, by providing a working mobile phone number.

Only administrators and team leaders need a Telegram account. However, Compass Geocaching cultural route allows anybody to follow an active game through Telegram “public channels”, to which any Telegram user can subscribe to.

## **DATA CONNECTION**

The game is built on a conversation with a Telegram “bot”, which collects information and provides instructions to players. This communication requires an active data connection.

In some indoor places there might be a spotty or poor cell phone coverage: in this case it might be useful to check for the presence of Wi-Fi connections. Remember that communication with a Telegram bot is opportunistic: if you scan a QR Code or provide a quiz solution while no data connection is available, Telegram will re-establish the communication as soon as possible.

## **BATTERY CHARGE**



## QR CODE SCANNER

A QR Code scanner is a mobile phone application that scans the barcodes used by the game to identify locations.

First, make sure whether your operating system supports QR Code scanning out of the box. Open the Camera app and point it towards the following QR Code. On iOS or recent Android versions, a clickable link overlay should be displayed.

Once you click on the link, the Telegram app will be launched. Click on “start” in order to send the link to the bot, which will provide confirmation that the QR Code scanner works.

If your camera app does not work, you will need to install a QR Code scanner app.



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Background vector created by freepik - [www.freepik.com](http://www.freepik.com)