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PLAY AND TRY

New game

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Interface language





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IN THIS THIRD ISSUE
WE TELL YOU OUR
FIRST FEELINGS
WHEN TESTING THE
GAME FOR THE FIRST
TIME. EACH PARTNER
TELLS ITS OWN
EXPERIENCE PLAYING.

EDITOR'S NOTE

MARÍA CARRACEDO, INTRAS

Our project team is so excited because we already have something to start playing, not the complete game yet, but almost. We all have played and took notes about the "bugs" we discover, and some weeks later comes another version of the game, improved and with more rooms and puzzles to be tested by us again. It is like the game itself was passing through different levels to improve its gaming skills...

In this issue we want to share with you how are we are experiencing this process of videogame creation.



ASTANGU EXPERIENCE TESTING THE GAME

Project has lasted for a year now. We have all done some serious work towards creating a game that will help and improve people entering the open job market and will be a valuable tool for job coaches all around the world.

At first, the games were only ideas in our heads and on papers. It was difficult to imagine how the game would actually look. We were excited to see the first game version in March, so we now have had 3 months to experience the game and see the constant updates based on everybody's feedback.

We all have different previous experiences playing computer games, with some, who have not played them at all and some who have a lot. That very much helps us see the game in different viewpoints and make best improvements, because people with special needs also have very different experiences with computer games. Teams are constantly keeping the interests of clients in mind to really create the best tool.

First preview of the game had a true "wow" effect for all. The game looked fun and easy, while providing a challenge that is exciting. Of course the first version had some bugs and things, that would need improving but it's interesting to see how far the game has come in three months with all the partners coming together to improve it the best way possible.

The levels of the game are different, but still connected to each other. The point is to ease the player into it, while slowly becoming more challenging and letting the player discover their abilities and dreams.

We are slowly working on the guidelines so the job coaches will get an awesome, useful game with specific guidelines to help them move through the story of the game.

DAFÜR PLAYING

Testing the game was a new thing for people who have no experience with computer games at all. The handling of the cursor or even computer mouse to navigate the avatar can be challenging.

The task description or intention of the puzzles sometimes is difficult to comprehend - nevertheless Social IT has done a great job in implementing our ideas to the digital world. Regarding the set-up of the game, we saw ourselves confronted with big rooms and barriers. The way to the next task was sometimes difficult to find. Some elements, objects or signs that guide the avatar in a clear direction to the different tasks or puzzles would be helpful for the player.

Thinking about implementing the game in our jobcoaching service we think it could be a great additional tool to talk and reflect about interests and wishes of the service users.

INTRAS TRIES TO PASS THE PUZZLES

Playing a new game it is always a challenge, at least for someone who is not keen on videogames. Work@ble scape room is besides something different, you start without knowing what it is about and you find different persons making you questions that seem to be easy, but they are not so easy. You have to reflect about your dreams, about why those dreams are important for you, about what are your skills,...while you are passing through various rooms and floors.

The game outlook is appealing and arouses your curiosity. "What will come next?", you think all the time.

Eventhough it is still under construction and it has still many bugs to correct and it is not complete either, but despite all, you feel immersed in another reality. The reality of your true dreams and values.

We are enthusiastic being part of this creation and looking forward to play the definitive version!

LYK-Z
&
DOTE

It has been very fun to test the game so far. The game is playful and it captures the attention of the player through a personal experience where the player learns something new about him/herself. We see it as something new and useful, and it starts a positive internal reflection process. We feel inspired when we think about what this game can do for people with big or small disabilities. They can actually find their inherent qualities and values, and based on this feel proud of themselves.

THEOTOKOS' PLAYING

Having worked for over 20 years in the vocational training of people with disabilities, aiming at their professional rehabilitation, we have used almost all existing techniques and methodologies.

The proposal to participate in an Erasmus + project for making a game, a digital escape room aimed at training professional skills, piqued our interest and curiosity.

With well-organized steps and with the guidance and experience of the partners from LYK_Z & dotre, we wrote a plot, made the game environment, created puzzles and slowly the game began to take shape.

The presentation of the first demo at the meeting in Valladolid, Spain, gave us the opportunity to play the game and get feedback to make the game better.

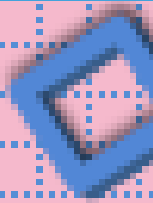
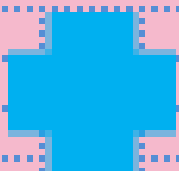
We had fun playing the game, we immersed ourselves in the plot, we succeeded at the puzzles, and completed the game.

Nowadays everything is changing and becoming digital. It is very important to develop new, attractive, digital educational material for our trainees.

The acquisition of digital skills and the upgrade of existing ones will be the cornerstone for the integration of people with disabilities into the future of labor market.

With work@ble we start a different approach to vocational training.

Stay with us and play our game. Live our experience!



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