

## IO1.B – TEMPLATE FOR REVIEWING APPS/VIDEOGAMES

<b>Product type</b>	<input type="checkbox"/> Educational videogame <input checked="" type="checkbox"/> Educational App
	<input type="checkbox"/> Leisure videogame with educational potential <input type="checkbox"/> Leisure App with educational potential
<b>Name of the videogame/app</b>	Ο Ξεφέρης ταξιδεύει στην Αρχαία Αθήνα (Smarty travels to Ancient Athens)
<b>Screenshot of the videogame/app</b>	
<b>Name of the producer</b>	SIEM SA Εκδόσεις-Υπηρεσίες και Προϊόντα Πληροφορικής Α.Ε.
<b>Year</b>	2012
<b>How to find it</b>	<input type="checkbox"/> For free <input type="checkbox"/> Freemium <input checked="" type="checkbox"/> To be Purchased Direct link if available: <a href="http://www.siem.gr/en/shop.html">http://www.siem.gr/en/shop.html</a>
<b>Main technical requirements</b>	<input checked="" type="checkbox"/> Windows <input type="checkbox"/> Linux <input checked="" type="checkbox"/> iOS <input type="checkbox"/> Android <input type="checkbox"/> PlayStation <input type="checkbox"/> Nintendo <input type="checkbox"/> Xbox Other: Web Browser, Mac OSX
<b>Native Virtual Reality Support</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
<b>Augmented Reality Support</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
<b>Single/Multiplayer</b>	<input checked="" type="checkbox"/> Single <input type="checkbox"/> Multiplayer
<b>Type</b>	<input type="checkbox"/> Action <input type="checkbox"/> Adventure <input type="checkbox"/> Arcade <input checked="" type="checkbox"/> Educational <input type="checkbox"/> Role Playing <input type="checkbox"/> Simulation <input type="checkbox"/> Strategy <input type="checkbox"/> Sport <input type="checkbox"/> Puzzle
<b>Target Audience</b>	<input type="checkbox"/> 1-5 years <input checked="" type="checkbox"/> 6-11 years <input type="checkbox"/> 12-17 years <input type="checkbox"/> 18+ years
<b>PEGI Clasification</b>	N/A

### Use in Educational contexts

<b>Degree of required tutoring</b>	<input checked="" type="checkbox"/> Autonomous use by students <input type="checkbox"/> Use only through supervision <input type="checkbox"/> Autonomous use after teacher introduction/explanation
<b>Subjects involved</b>	<input checked="" type="checkbox"/> History <input type="checkbox"/> Math <input type="checkbox"/> Natural Sciences <input type="checkbox"/> ICT <input type="checkbox"/> Chemistry <input type="checkbox"/> Geography <input type="checkbox"/> Languages <input type="checkbox"/> Physics <input type="checkbox"/> Technology <input type="checkbox"/> Philosophy <input type="checkbox"/> Literature <input type="checkbox"/> Arts and Music <input type="checkbox"/> No related to school subject Other: Citizenship, Culture
<b>Special needs</b>	<input type="checkbox"/> Visual impairment <input type="checkbox"/> Hearing impairment <input checked="" type="checkbox"/> Learning difficulties <input type="checkbox"/> Physical disability
<b>Educational Potential</b>	<p><i>Please outline:</i></p> <ul style="list-style-type: none"> <li>- <i>The educational potential (e.g. what are the points of strength of the product, how the product can be used in educational contexts, the quality of the contents and subject oriented information etc.)</i></li> </ul> <p>Students develop an interest in the everyday life of people in Ancient Greece, specifically in Athens of the 5th century BC., the era of Pericles. They acquire knowledge of political systems and how they are organized, acquire knowledge of citizenship rights and the responsibilities, realize the need for social organization and learn to appreciate their cultural heritage.</p> <p>The game has comprehensive, clear, interesting and linear story line, provides clear information on how the participants are doing, makes the player feel a need to know more about the content so that they will feel motivated to learn and provides interactive feedback that is crucial to learning. The user interface offers the player an easy way to control the game. Dialogues do not contain information which is irrelevant.</p> <p>Easy to use for teachers who are not tech savvy.</p> <ul style="list-style-type: none"> <li>- <i>The risks to be taken into account in using the product with the students (e.g. presence of misleading messages or information, presence of violent or inappropriate contents etc.)</i></li> </ul> <p><b>IF RELEVANT</b></p> <ul style="list-style-type: none"> <li>- <i>Please outline the potential of the item to teach/learn new linguistic patterns and/or digital</i></li> </ul>

	<p><i>literacy knowledge</i></p> <p>This app enriches students' vocabulary with new words that were used in Ancient Athens in Greece. It is offered both in Greek and English and could be used also with English language learners.</p>
<b>Learning object</b>	<p><i>Please outline a real case scenario on how the product could be used with the students</i></p> <p>Teachers can use it during history lessons or lessons about democracy/citizenship in order to introduce students to citizenship. Students can be asked to describe similarities and differences between citizenship in Ancient Athens and today.</p> <p>The app can be used as an additional educational tool or bonus activity by the completion of a relevant topic. Depending on the available devices students could play individually, in pairs of two, or it could be used as a class activity on a smart board.</p>

<b>Skills and competences</b>	
<b>Skills and competences acquired</b>	<p><i>Please outline:</i></p> <ul style="list-style-type: none"> <li>- <i>The skills, competences and knowledge that can be acquired by the learner through the use of the videogame/app according to learning outcomes</i></li> </ul> <p>Students develop those skills necessary for functioning as informed and contributing members of society, develop the skills required for participation in the political process of their country.</p> <ul style="list-style-type: none"> <li>- <i>The suggested methods to be used to assess the skills, competences and knowledge and eventual possibility to validate credits for the fulfillment of the game and internal assessment tools</i></li> </ul> <p>As assessment method, teacher could provide relevant quizzes to the students on paper after completing one part of the game. The game itself includes many self assessment quizzes and activities.</p>
<b>Soft skills</b>	<input checked="" type="checkbox"/> Critical thinking <input type="checkbox"/> Problem solving <input type="checkbox"/> Creativity <input type="checkbox"/> Self-confidence <input type="checkbox"/> Resilience <input type="checkbox"/> Time management <input type="checkbox"/> Team working <input type="checkbox"/> Entrepreneurship <input type="checkbox"/> Leadership <input type="checkbox"/> Mentoring <input type="checkbox"/> Coaching <input type="checkbox"/> Innovation Other: Responsibility,

<b>LINK to .PDF (Translation in National Language)</b>	
<b>EVALUATOR</b>	
Name and Surname	
Country	
BLACKBOARD for Comments	