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# eMapps.com

*Motivating Active Participation of  
Primary Schoolchildren in Digital  
Online Technologies for Creative  
Opportunities through Multimedia*

EXPLOSIVE MARKET







**GAME  
CONTENT**



**TEACHERS & CHILDREN**

# PLAYING USING



## GAMES eMapps

Motivating Active Participation of Primary Schoolchildren in Digital Online Technologies for Creative Opportunities through Multimedia



### About Us

eMapps.com

Motivating Active Participation of Primary Schoolchildren in Digital Online Technologies for Creative Opportunities through Multimedia

eMapps.com is a STREP funded under the European Commission's FP6 IST Call 4 Priority 2.4.13 strengthening the Integration of the ICT research effort in an Enlarged Europe. Its focus is upon the eLearning application area.

The main objectives of eMapps.com are:

- to build communities of creative, networking children in the NMS, generating their own cultural content and communicating with peer groups in other countries;
- to contribute to the growth of a community of teachers who are aware of the potential for change through 'schools without walls' and who exchange knowledge and experience through communication with counterparts in other NMS countries;
- to develop adaptable interactive tools (primarily games played on a mobile platform) with which to deliver learning objectives and which help to integrate the use of ICT in the delivery of the school curriculum;
- to establish processes and facilities for teachers and children to access relevant digital content available through a variety of sources while playing the eMapps.com games - and to make the multilingual and multicultural local content created during the games to be shared and repurposed for use in the wider eLearning context of schools and children in NMS;
- to create a child's living map of Europe, based on geography, history and heritage, accessible through mobile devices, which can be continuously expanded as an important and rich content resource for schools in NMS and elsewhere.
- to design and implement effective training and multiplier mechanisms for future exploitation of the eMapps.com outcomes by schools and teachers;
- to influence education policy makers at national and regional levels in NMS.

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## **eMapps.com platform principles**

- Games played on an open platform through multiple networks and devices.
  - Game control mechanisms
  - Pre-set map-based local scenarios
  - GUI with route editor and zooming tools
  - Weblogs, podcasts and videocasts
  - Content uploaded through any mobile device with browser
  - Supports any language
- ‘Pins’ located in a pre-set map scenario
  - linked to ‘blog’ folders, using ‘drag and drop’
- Unlimited map layers: satellite, aerial images, ad hoc maps:
  - layers geo-referenced over original map..
- Runs on mobile phones, PDA, Tablet PC etc
- Works with multiple operating systems

## **Expected results**

- Web-based game learning platform
  - played ‘live’ in the individual territory on new generation mobile devices + Internet
- A Children’s Living Map of Europe
- Qualified school teachers able to disseminate: summer schools
- Conferences, training courses, handbook
- Evaluation: public results
- Exploitation: open platform available



## Alternate Reality Games (ARG)

- eMapps.com approach based on ARG.
- No defined playing field or game space
- Immersive, real world encounters beyond Internet
- Map scenarios, represent reality graphically
- Fragmented narratives: players reassemble
- Interactive authoring
- Creators observe+react to players in real time
- Simultaneous multi-channel communication
- Multi-player games involve communities of users
- Transfer information from existing to new contexts

# eMAPPS.com Summer School Nida, Lithuania, April 2006



Estonian Team at work. Nida map retrieved on PC & phone

Local maps and web content search  
Czech and Slovak teams



The Polish and Slovenian teams

# Workshop in Ljubljana November 2006





# Project partners

Cross Czech a.s.	Czech Republic
Ciberespacio SL	Spain
MDR Partners	UK
The Manchester Metropolitan University	UK
EUN Partnership	Int
Czech E-learning Network	Czech Republic
elfa, s.r.o.	Slovakia
Univerza v Ljubljani	Slovenia
SVIETIMO IR KULTUROS MOBILIUJU TECHNOLOGIJU INSTITUTAS	Lithuania
TIIGRIHUPPE SIHTASUTUS	Estonia
Berzsenyi Dániel Főiskola	Hungary
STENDES APRUPES UN ATTISTIBAS BIEDRIBA MEZAZILE	Latvia
STOWARZYSZENIE MIEDZYNARODOWE CENTRUM ZARZADZANIA INFORMACJA	Poland

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