



**ECF4CLIM - A EUROPEAN COMPETENCE FRAME WORK  
FOR A LOW CARBON ECONOMY AND SUSTAINABILITY THROUGH EDUCATION**

# ***ECF4CLIM***

## ***Learning Game***

### ***User's manual – how to play?***



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## What is ECF4CLIM?

ECF4CLIM develops, tests and validates a European Competence Framework (ECF) for transformational change, which will empower the educational community to take action against climate change and towards sustainable development. This game is a part of the tools developed in ECF4CLIM project.

The 5 modules in the game based on the Roadmap of the project:

- 1. Sustainability awareness** - Introduction to Sustainability
- 2. Engagement** - Why and How to promote Sustainability
- 3. Connections** - Complexity in Sustainability
- 4. Visions** - Expected, Preferred and Alternative Futures
- 5. Action** - Acting for Sustainability

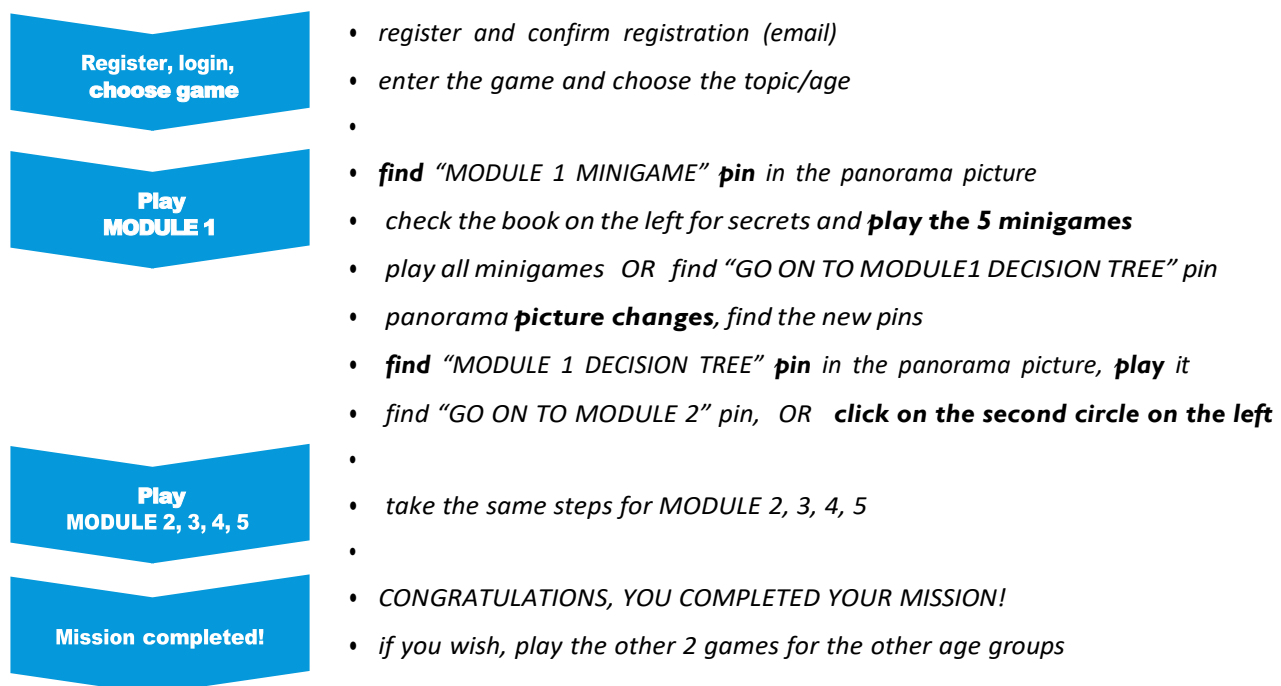
## Access to the Game:

<https://h2020.trebaq.hu>

Links from other parts of the project also work: <https://www.ecf4clim.net/games>  
<https://ecf4clim.smartwatt.net/learning-space-game/>

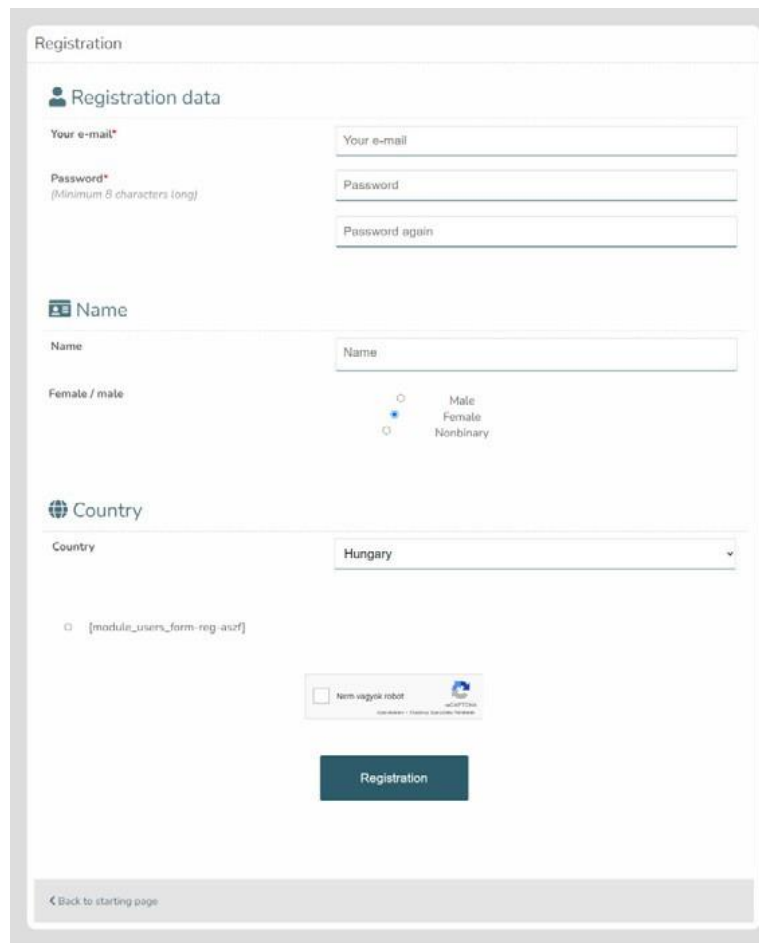
To make sure you have the best experience possible, we recommend using the latest version of Mozilla Firefox browser. (Chrome usually changes the white pins into black squares, this is a general problem if you play with a Chrome browser, Firefox does not have this problem.) The best result is to play it from a PC or laptop, the game is developed for these devices.

## Brief Summary of how to Play the Game:



## Sign-up:

Sign-up is required to start the game. To do so, click on the 'Registration' button. Please fill in the required fields and please accept the GDPR, by ticking the box next to the GDPR. You will receive a confirmation email to the provided email address, please click on the link to confirm the registration. Then go to the main page to enter the game: <https://h2020.trebag.hu>

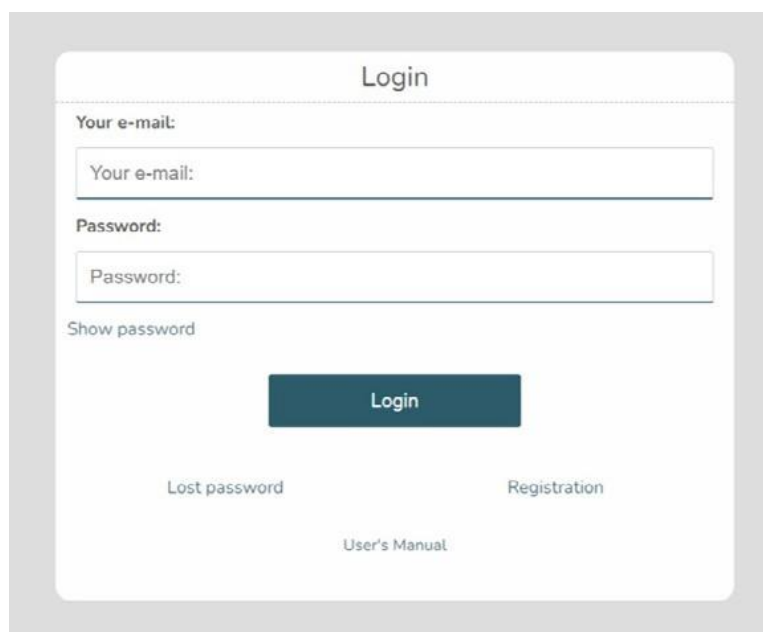


The image shows a registration form titled "Registration". It is divided into several sections:

- Registration data:** Contains three input fields: "Your e-mail\*", "Password\*" (with a note "(Minimum 8 characters long)"), and "Password again".
- Name:** Contains an input field for "Name" and a "Female / male" section with three radio buttons: "Male", "Female", and "Nonbinary".
- Country:** A dropdown menu currently showing "Hungary".
- GDPR:** A checkbox labeled "[module\_users\_form-reg-ascf]" for accepting terms.
- Anti-bot:** A checkbox labeled "Nem vagyok robot" (I am not a robot) with a reCAPTCHA logo.
- Registration:** A dark blue button labeled "Registration".
- Footer:** A link "Back to starting page" with a left-pointing arrow.

## Log-in:

To play, click on the middle of the screen and log in. Enter your e-mail address and password and click on 'Login'.



The image shows a login form titled "Login". It contains the following elements:

- Your e-mail:** An input field with the placeholder text "Your e-mail:".
- Password:** An input field with the placeholder text "Password:".
- Show password:** A text label below the password field.
- Login:** A dark blue button labeled "Login".
- Lost password:** A text link at the bottom left.
- Registration:** A text link at the bottom right.
- User's Manual:** A text link at the bottom center.

## Game

When you enter the game, you arrive at the landing page where you can choose which age group you would like to play with:

**6-9 years:**    *Search for Crocco*

**10-16 years:** *Secret of the Forest*

**16-25 years:** *Community Mall<sup>2</sup>*

Choose one of them by clicking on a picture out of three:



The 3 games have different backgrounds and 3 “missions”, for example this is the mission for the smallest age group: two friends have to find their third friend (a crocodile) in a family house and garden. The task is to complete the missions given in the game.

The game backgrounds are 360 degrees panoramic images with multiple white pins. The number of these pins increases as the game progresses. Some of them contain interesting and useful information about the environment and sustainable development, while others lead the user to a minigame selection page or a decision tree. The badges with a function are blue in the font colour.

## Different modules – different panorama pictures

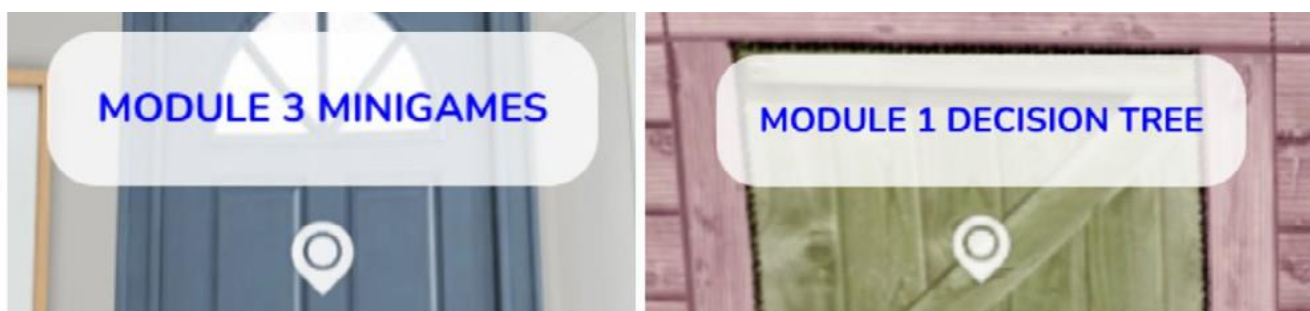
The 360 degrees panorama pictures with the game backgrounds change along the game as the player progresses through the modules, also, the figures of the game are at different places in the panorama pictures. The pins also change with each 360 panorama, with different messages attached to them and leading the player to new module minigames or decision trees.



**Tip:** To be able to click on the pin content, the best is to click under the pin, then the pin sign will remain on your screen.

## One module: 5 minigames + 1 decision tree to play with

Each 360 degrees panorama picture has a pin with “MODULE X MINIGAMES” or “MODULE X DECISION TREE”.



To play with the minigames, the player shall find this pin and click on it to find the minigames. The minigame selection page contains all the minigames that the player is currently playing with the module. There are four types of minigames:



Quiz



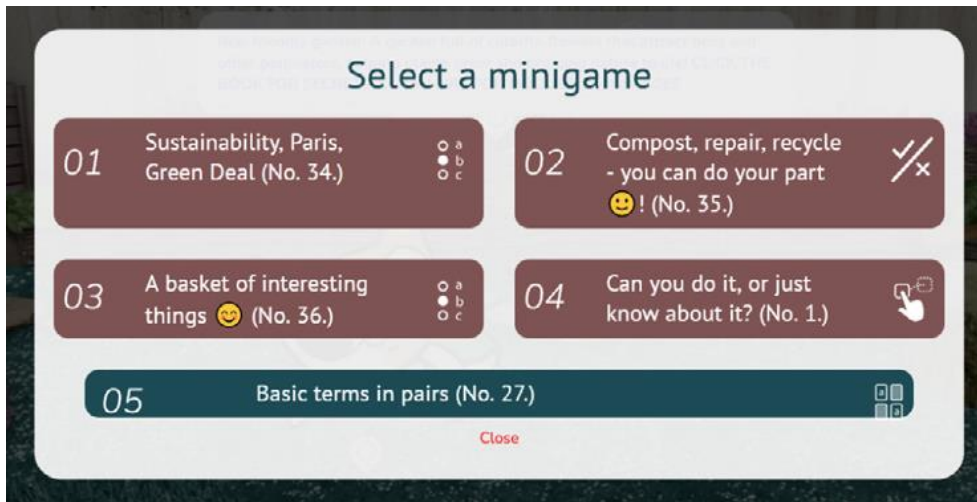
True or false



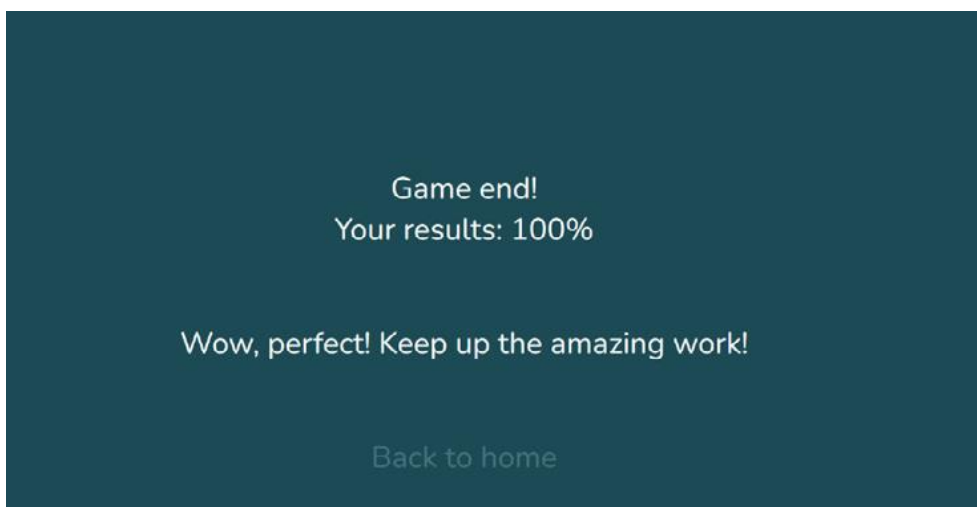
Memory game  
(matching game)



Drag and drop



The minigame that was played changes its colour. Players get feedback after completing a minigame:



### How to switch between modules and panorama pictures?

There are two ways to switch the module:

**A:** Click on the circle of the desired module in the sidebar,

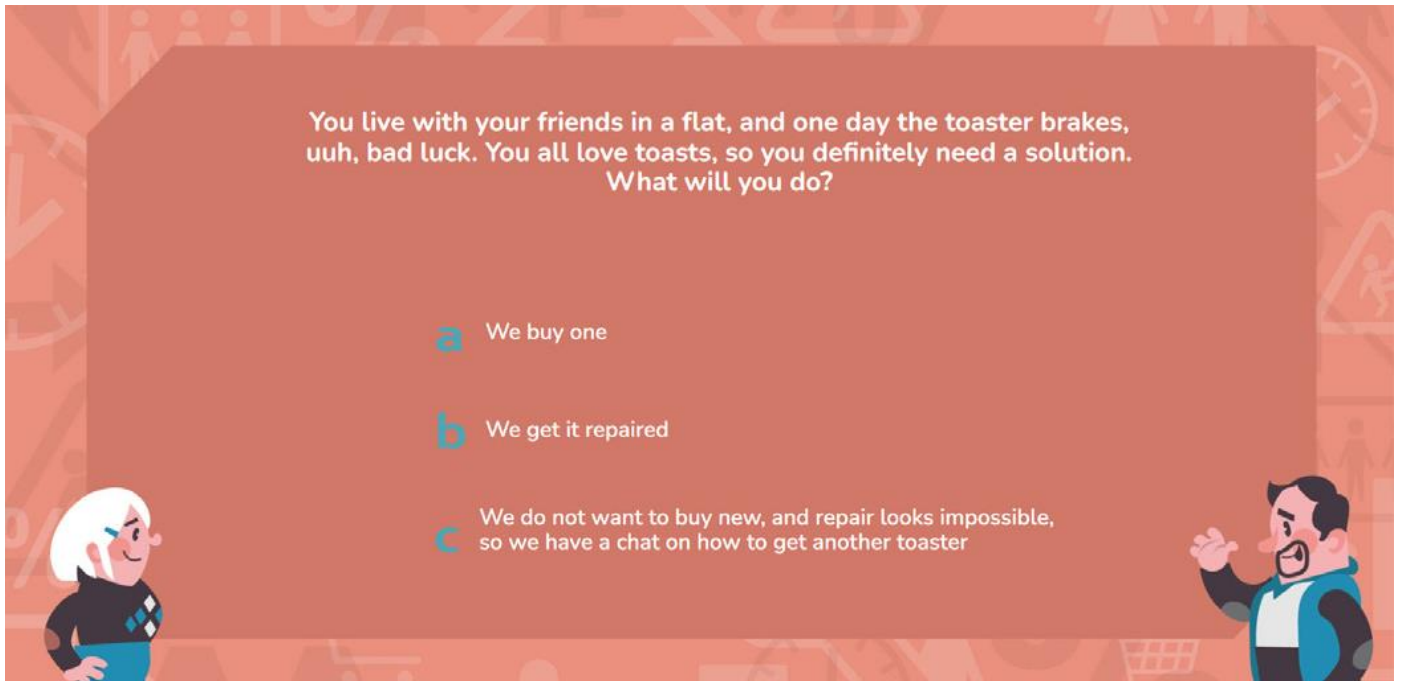
**B:** Look for the pin in the panorama picture that takes the player to another module back or forward (e.g. “IF YOU PLAYED WITH THE DECISION TREE, GO ON TO MODULE 3”, or “YOU CAN GO BACK TO MODULE 2 IF YOU WANT HERE”)

**Tip:** CAPITAL LETTERS are instructions to the player how to play the game or what to look for.

## Decision trees

When the player has played all the minigames of a module, the scene moves to a next picture where the player can find a new pin with the decision tree of that module.

Decision trees require players to think carefully about the story (and the decision situations) and choose one of the possible answers. The story then continues depending on the answer chosen. Feedback on their choices is given to the players, helping to reinforce what they have learned in the module. The decision trees allow learners to reflect on what they have learned by selecting from a number of choices at their disposal.

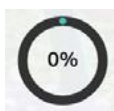


## Icons on the playing field

In the right side of the playing field there are three types of icons:



**Library:** this is where you can find the knowledge bases for the mini-games, the educational materials. The games are based on these knowledge bases. For each module, the corresponding knowledge base is displayed.



**Modules:** Here the player can choose which module (s)he want to play with. The first circle shows module 1, the second one shows module 2, etc. The coloured circle and the % shows how many minigames have been played in the module, 20% - 1 game played, 40% - 2 games played, etc.



**Exit the game**

## Languages

The learning game is currently available in English only.

***Join the fun, become a sustainability hero, and level up your knowledge while discovering new worlds for a greener, brighter future!***



The game was developed by Trebag Ltd., Hungary, in 2023. Key contributors: Mónika Várnai (project manager, minigame author), Nóra Kövesd, Andrea Kövesd, Myrtill Lenkefi (minigame authors), Ilona Vojtkó (tech support), György Szalay (graphic designer), and Net-Snake LP (developer). The knowledge bases were developed by ISQ. Key contributors: Lara Ramos and Tânia Alves (project managers and authors); Andreia Silva and Natália Alves (illustrators).