WELCOME TO THE THIRD AND FINAL NEWSLETTER OF THE R U EU?

Just to remind readers the aim of the project is to develop a game that helps social science and business students across Europe to increase players’ awareness of and understanding of the complex nature of European identity, emphasizing the contrasting, contradictory and frequently conflict-ridden nature of different people’s views on this. In playing the game players are exposed to varied views about European Identity from different non player characters.

The two year project started in September 2017, but was given a 4 month extension so will now finish on 1st February 2020. Partners continue to make good progress. In this newsletter we will introduce the project and describe the partnership, the achievements so far and ongoing tasks and Forthcoming events.
KEY STAFF WORKING ON THE PROJECT:

**UWS**: Dr. Elizabeth Boyle, Reader in Psychology and Dr. Murray Leith, Reader in Politics (project coordinators)

**OUNL**: Dr. Hans Hummel, Associate Professor; Jeroen Storm, Digital Product Developer

**TVZ**: Dr. Petar Jandrić, Senior Lecturer; Milan Bajić, Head of Multimedia

**UoP**: Dr. Athanassios Jimoyiannis, Associate Professor of Science and ICT in Education; Dr. Panagiotis Tsiotakis, Lecturer

**BIBA**: Dr. Jannicke Baalsrud Hauge, Associate Professor in Production Logistics; Nadera Sultana Tany; Fatima Sundus, developer

ACHIEVEMENTS SO FAR

The first four project deliverables were delivered along with the interim project report to the British Council in September 2018. These included:

**O1**: The Literature Review of European identity

**O2**: The Resource Review which provided a useful theoretical and empirical framework on which to base the game

**O3**: The User Requirements Analysis

**O4**: The Content Specification.

ONGOING TASKS:

**DEVELOPING THE RU EU? GAME**

In recent months partners have taken ideas from these preliminary project activities and worked hard on the final 4 project deliverables.

**O5**: The Design Specification Document
The design specification document, led by OUNL, was delivered in May 2019. This document provides the blueprint for the game, providing partners with a good understanding of what the game would look like.

**O6**: Game Development
Since the middle of January 2019 the key task for the project has been to develop the game. Huge progress was made on the game development when Alan Williams (UWS) was appointed as the games developer on January 15th 2019. More recently Sundus Fatima (BIBA) has assisted Alan in developing some of the scenarios for the game. The first game prototype was ready in the middle of September 2019 and the phase 1 and phase 2 piloting of the game got underway at this point. Alan and Fatima have taken on board player feedback about the game and using this to make the game better.
The game is now finished and can be downloaded from the project website: https://rueu-project.eu/

The game is a role playing game with a journalist narrative, where the player takes the role of a freelance journalist working for the R U EU? News. The player’s task is to compile a set of articles about European identity for his readers. The player will write about 5 different scenarios related to European identity. Each scenario is located in a different European country, relating to one of the project partners as shown:

1. Brexit scenario (UK)
2. Rights of EU citizens to work across Europe (Netherlands)
3. Rights of immigrants (Greece)
4. Who is European anyway? - differences between nations (Germany)
5. Changes in EU identity over time (Croatia)

Underlying the game is the idea that European Identity is a multidimensional construct that can be split into 10 key components or themes: Social, Environment, Rights & Responsibilities, Security, Emotions, Jobs & Economy, Political, History, Culture & Geography.

HOMESCREEN

The picture shows the player’s home-screen from which he can access the different game tools.
KEY TOOLS FOR THE GAME

For each scenario the player has access to a number of tools that allow him to access the opinions of a variety of non player characters (NPCs) about their views on different topics relating to the EU.

MOBILE PHONE CHAT TOOL

This tool is used to present the game instructions to the player via their mentor.

INTERVIEW TOOL

Using this tool players can carry out interviews with leading representatives of (a) pro EU and (b) anti EU representatives. Players select 4 issues from a choice of 10 possible issues that they would like to ask the character about.

BREAKING NEWS TOOL

This tool provides Newsflashes about topics relating to European identity. The Newsflashes run along the bottom of the screen and players are required to make judgements about the Newsflashes.

DISCUSSION TOOL

This tool allows players to tune into conversations that the general public are having about European identity. Characters are located in a pub and the player has to identify the different perspectives that the characters have and to select statements that they most agree with.

LAPTOP FINAL ASSIGNMENT TOOL

This tool is used after the player has used all the other tools and completed all the tasks for that scenario to help him pull together their final report.
PROJECT EVENTS

FINAL PARTNER MEETING IN ZAGREB IN JUNE 2019

Partners at the final partner meeting in Zagreb on 5th and 6th June 2019.

The picture shows the partners working together at the 4th partner meeting in Zagreb.

LAUNCH EVENTS FOR THE GAME

Elizabeth Boyle, Murray Leith and Alan Williams from the University of the West of Scotland and Nadera Sultana Tany, Sundus Fatima, Heiko Dunn from BIBA launched the game at the Remix Play 3 ‘Playful Inspiration for Social Innovation’ event held in Coventry University on October 16, 2019. The theme for the Remix Play 3 event was ‘Playful Inspiration for Social Innovation’. The R U EU? game fitted well with this theme as it provides an innovative game-based approach to tackling a challenging contemporary social problem.

This picture shows Sylvester Arnab, the organiser, opening the event.

This picture shows Liz and Murray giving the presentation with other members of the team in the background.
The Project multiplier event in Greece was hosted by the 2nd PanHellenic Conference “Open Educational resources and eLearning”, in the form of a 2h Workshop. The Conference was organized by the University of Peloponnese in Korinthos, 13-14 December 2019. The multiplier event had the aim to disseminate and share the main project results within key stakeholders coming from various institutions around the country. A total of 35 local participants, including academics, researchers and school educators interested in social sciences and educational technologies, participated in the Workshop.

This event provided an opportunity to present the overall project outcomes as well as the design and the development of the R U EU? game. In addition, to showcase the game along with the support materials in order to demonstrate how the game can be used in different contexts. Following, the participants had the opportunity to play the game.

An extended discussion with the Workshop participants was closing the event. The key participants’ comments appear to confirm the game evaluation results:

a) The game is very interesting in terms of its topic, the content structure and approach followed.

b) The key idea and the way of engaging the students/players were also considered as important and well-designed (i.e., game activities, the statements and dialogues, game tools etc.)

c) Suggestions for improving the functionality of the game were also provided.
In Croatia, the multiplier event was held at CUC, Carnet Users Conference, biggest educational event in Croatia with strong user base from early childhood education to academic institutions (https://cuc.carnet.hr/2019/). This year CUC was in Šibenik, Croatia from 6th to 8th November with around 1100 attendees. Dragan Savić and Milan Bajić from TVZ prepared the room and held a presentation for the event, while organizer helped with technical support.

We held a presentation at the beginning of the 90 minutes workshop where aims of project, people working on the project, research methodology were presented. At the end of the introduction, the game was presented to help participants flow more easily into the game setup.

There were 32 participants from various areas of research and application in the educational field, which gave us a broader perspective on the game. Overall the game was rated very interesting, research as well as team working on the project were also part of the discussion. The discussion enclosed that the game could be applied in teaching setups, where national and international relations and cultural aspects are taught. Another application is in foreign language learning classes. Criticised were mostly the length of the play cycle, and minor on the game mechanics. However, when asked to vote, the majority gave a positive reaction for both visuals and mechanics of the game. After the multiplier event we published the news at the TVZ web page in order to raise awareness and encourage future contacts with the community we met, https://www.tvz.hr/tvz-na-cuc-u.

PROJECT WEBSITE
You can find further information about the project on the website: https://rueu-project.eu/
As well as conference presentations the project also has produced a number of publications:


**ACKNOWLEDGEMENTS**

The present work was carried out as part of the R U EU? A game-based approach to exploring 21st century European Identity and Values project. This project is partially supported by a KA203 - Erasmus + Strategic Partnerships for higher education, grant; KA2, Cooperation for Innovation and the Exchange of Good Practices; Grant Agreement no: Grant Agreement no: 2017-1-UK01-KA203-036601.

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