SEECQUEL

SCHRADER ENVIRONMENTAL EDUCATION CENTER QUESTION UNDERSTAND EXCITE LEARNING

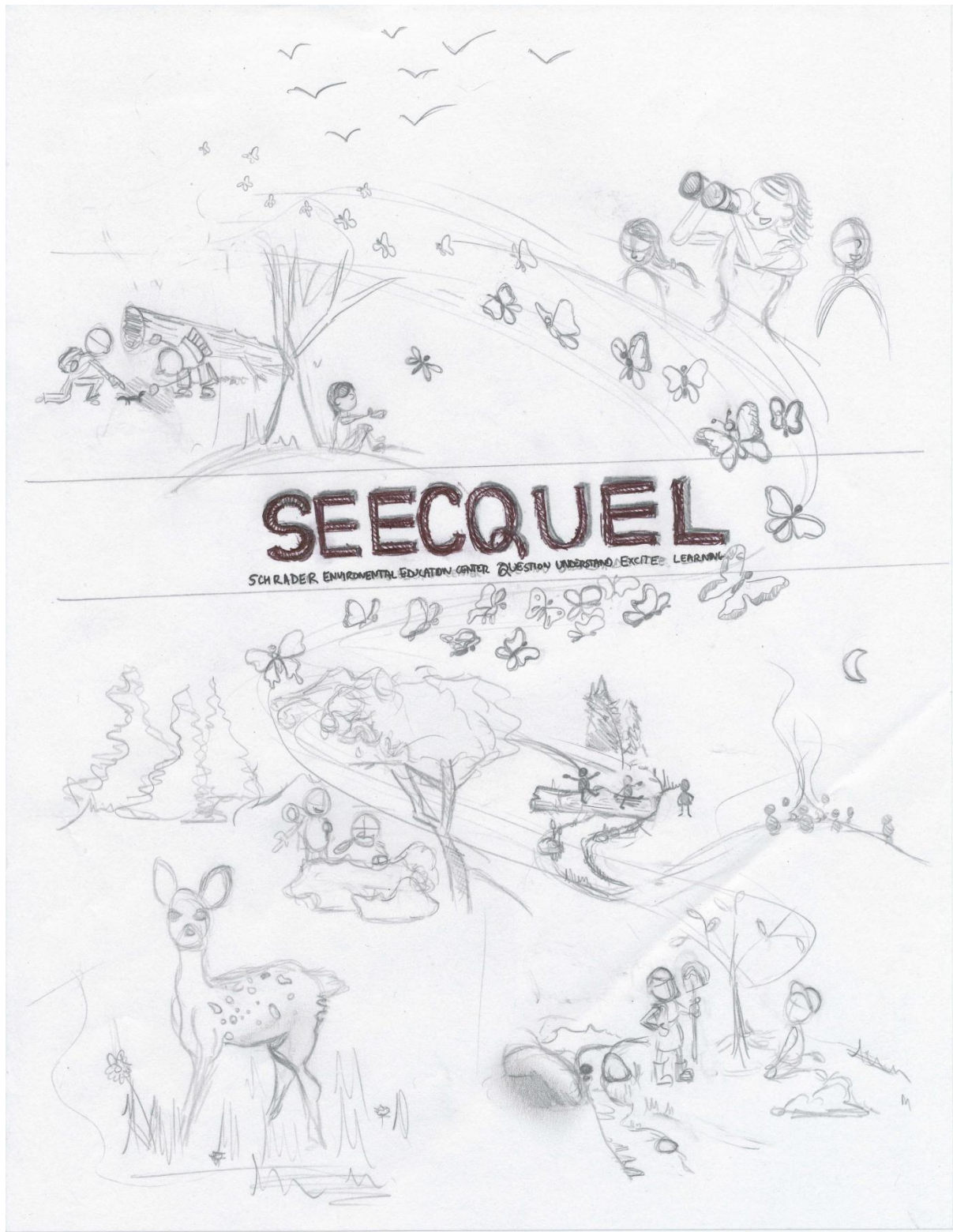## Week in Review

This was a fairly productive week, focused on preparing for our Skype meeting with our client, during which we pitched three ideas for what the SEEQUEL project could do. We also got a rough version of our project website operational, and our logo and poster are both coming along nicely, and should be done next week.

Client Meeting

Our client meeting went very well. We pitched three ideas, tentatively called Nature Quest, Virtual Forest, and Oglebay Trail. While Eriks had good things to say about all three ideas, the project that was ultimately chosen was Nature Quest, dependent on feedback from other SEEC staff, which we should receive by Monday.

Nature Quest

The first idea we pitched to the client had guests receiving a quest form an in-game avatar to locate a number of QR codes, located on (potentially themed) podiums (which would also contain informative plaques) placed throughout the Center. Groups of guests receive a tablet, which provides an overlay and allows for scanning the codes and playing chunks of educational content.

To make sure groups share the tablet, the quest opens with each participant getting their hand "scanned", and being assigned a totem animal; after a podium is found, the game can then direct the guest to pass the tablet on to the "X" of the group. The QR codes themselves will give provide side quests, ranging from taking pictures of different

animals to turning over a rock to look for bugs, which encourages them to engage with the environment around them.

The client really liked the theming, and loved the idea of treating the podiums as a quest, because it encourages guests to explore them, and their physical presence both allows people without tablets to learn, and can help advertise the game itself. This was the idea we decided to go with, pending feedback from SEEC staff.
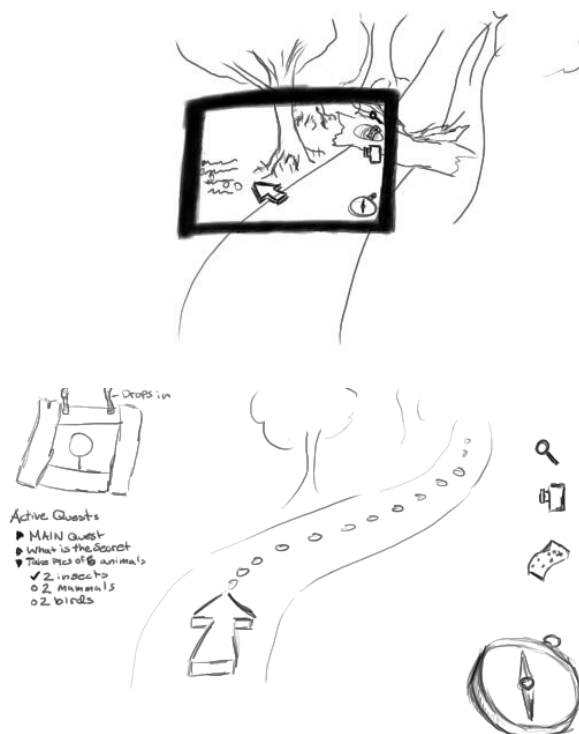
Virtual Forest

Our second proposal was a geo located experience (restricted to the hiking trails) in which the tablet provides a virtual widow to the past, showing what the area they are in would have looked like back when the area was being used as a cow pasture. Groups would periodically have the option to plant a tree which would, over time, spawn more trees.

There would also be random events for them to encounter and react to, such as the arrival of an invasive species.

After they finish the hike, they could visit the original SEEC kiosk to see how the forest they created develops over many years based on their decisions, with a downloadable version they could take home with them, along with a summary of how their forest compares to the actual forest.

This experience was designed with large school groups in mind (since the Schrader Center often splits them into smaller groups), with the end result being the cumulative result of all the groups on that particular trip.

The client liked the group decision and teamwork aspects, and felt there was a lot of potential to explore forest management, but was worried about the size and scale the project would require.

Oglebay Trail

The third proposal we gave was also geo located for the hiking trails. In it, guests would guide an animal through the trail, with minigame events at various points, where they would need to guide the animal to food, past obstacles, etc. The environment for the minigames would be a stylized version of the actual area they are currently in. At the end, the SEEC kiosk would provide a short presentation of what they did, using screenshots from the minigames.

The client was also quite happy with this idea, as it let guests explore the life of an animal, and gave them some freedom in how they interacted with the space.

The Week to Come

Next week, we plan to flesh out Nature Quest as much as possible, finish up the logo and poster, and polish the website.