

<b>TITLE OF THE SCENARIO</b>	Diagnosing an Internet connectivity problem	
<b>Keywords</b>	Internet, IP, computer network, network administrator	
<b>Information about students?</b>		
<b>Age Range and grade of the learners</b>	Over 18 years old, enrolled in CISCO certification program.	
<b>Special characteristics of learners</b>	- Not applicable -	
<b>The learning emphasis?</b>		
<b>Learning subject / field / skills or dimensions</b>	<p><b>Learning subject:</b> Connectivity Troubleshooting</p> <p><b>Field:</b> Computer Networks</p> <p><b>Skills:</b> identification, analysis and solving connectivity issues</p>	
<b>Specific Goals</b>	<p><b>At the end of this course students will be able to:</b></p> <ul style="list-style-type: none"> <li>* identify the elements of a computer network</li> <li>* diagnose connection troubleshooting</li> <li>* read a map</li> </ul>	
<b>The teaching emphasis?</b>		<b>Rate 0-5</b>
<b>Learning metaphor</b> that can support the learning objectives	Acquisition (I will transmit / present / explain content to the learners)	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show to the learners how to do things related to this subject / content, i.e. I will be a model for them)	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Discovery (I will provide the necessary artifacts for the learners to find out / discover a specific concept / knowledge on their own. I will organize guiding activities and provide tips)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
	Participation (I will organize sessions in which learners will discuss, share and / or collaborate for learning a specific subject / content and I will facilitate the interaction between them)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, and / or exercise)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
<b>Description of the game</b>	<p><b>Narrative description of the game plot</b></p> <p>The player is a network administrator, called by a colleague to identify and solve a connectivity problem. First he has to go in the indicated room and find the computer that doesn't function normally. He has to discuss with character (Roxana) and to solve the problem.</p>	

		<p>the server room and other rooms, and he has to use a map in order to be able to circulate into the building.</p> <p>If he cannot solve the problem he turns back in Roxana’s office to ask more helpful questions.</p>		
	<b>Goals</b>	Identifying and solving the problem		
	<b>Characters</b>	Secretary (Roxana)		
	<b>Scenes</b>	<p><b>*Scene 1</b> – Player’s office</p> <p><b>*Scene 2</b> - Front office</p> <p><b>*Scene 3</b> - Computer desktop</p> <p><b>*Scene 3</b> - Building hall</p> <p><b>*Scene 4</b> - Servers room</p>		
			<b>Learning settings</b>	<b>Estimated Time</b>
<b>Narrative Description of learning activities</b> - step by step organization and structuring	Before the game:	Presentation of different scenarios related to the subject – by the trainer. Short explanation about the game	In the classroom	
	During the game:	The game is played by each player; the trainer supervises the class.	In the classroom / Online / At home	
	After the game:	Discussions about the results; encountered problems in solving tasks. The trainer will evaluate students and he will discuss for solving wrong assumptions.	In the classroom / Online	
<b>How will I evaluate students?</b>				
<b>Evaluation approach</b>	<ul style="list-style-type: none"> <li>➤ Assessments reports produced by the platform</li> <li>➤ Monitoring during the game</li> <li>➤ The time needed for finalize the game.</li> </ul>			
<b>What will learners need in order to achieve learning objectives?</b>				
<b>Prerequisite</b>	<ul style="list-style-type: none"> <li>➤ English – basic level for reading and technical terms</li> <li>➤ Computer use – basic level</li> <li>➤ Browsing ICDN course.</li> </ul>			
<b>Settings and materials</b>	<ul style="list-style-type: none"> <li>➤ A lab with blackboard and computers for each student</li> <li>➤ “Diagnosing an Internet connectivity problem” game</li> </ul>			
<b>What is needed to implement the scenario?</b>				
<b>Applications involved</b>	Mandatory	<ul style="list-style-type: none"> <li>➤ &lt;e-Adventure&gt; platform</li> <li>➤ Email account (for evaluation)</li> </ul>		

		<ul style="list-style-type: none"> <li>➤ Moodle account for online access to the game</li> <li>➤ Java</li> </ul>
	Optional	
<b>Infrastructure / equipment</b>	Mandatory	<ul style="list-style-type: none"> <li>➤ Internet connection</li> <li>➤ A computer per learner</li> </ul>
	Optional	<ul style="list-style-type: none"> <li>➤ LCD projector</li> </ul>
<b>Learning Resource Type</b>		<ul style="list-style-type: none"> <li>➤ Online resources</li> <li>➤ ICDN online course</li> <li>➤ Pictures with CISCO equipments.</li> </ul>
<b>Time / Space resources</b>		<ul style="list-style-type: none"> <li>➤ A computer lab</li> <li>➤ Estimated time: 2 hours</li> </ul>
<b>Other things to consider</b>		
<p><b>This scenario can be adapted for a wide range of courses with items of internet, computer networks included in the curricula. It is very useful because you don't have all the time access to real equipments to simulate different situations.</b></p> <p><b>Can be applied more successful at end of the courses.</b></p>		