

<b>TITLE OF THE SCENARIO</b>	Installing computers	
<b>Keywords</b>	Computer, software, licenses, applications, IT legislation	
<b>Information about students?</b>		
<b>Age Range and grade of the learners</b>	Persons between 15 – 60 years old, enrolled in the ECDL certification program	
<b>Special characteristics of learners</b>	- Not applicable -	
<b>The learning emphasis?</b>		
<b>Learning subject / field / skills or dimensions</b>	<b>Learning subject:</b> Installing a computer <b>Field:</b> ICT <b>Skills:</b> installing a computer, the use of applications according with IT legislation	
<b>Specific Goals</b>	<b>At the end of this course students will be able to:</b> *acquire specific knowledge for information technology *define specific concepts: license, operating system (OS) , software application *understand the term of software and give examples of different software application and operating systems (OS).	
<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 type="checkbox"/> <input checked="" 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 type="checkbox"/> <input checked="" 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 checked="" type="checkbox"/> <input type="checkbox"/>
<b>Description of the game</b>	<b>Narrative description of the</b>	<p>The player is an employee at a company which provides IT service, on probation period. He has to go to a client to install a computer, and he is supervised by his boss. He should know all the stages for installing a computer with</p>

	<b>game plot</b>	<p>appropriate operating system and necessary software applications requested by the client.</p> <p>The interaction is point and click, the customer is demanding and he asks a lot of questions. He has to deal with this and to answer each time. If the answer is wrong, his boss will chime in, offering help.</p> <p>Its performance is appreciated both positive and negative by the costumer.</p>	
	<b>Goals</b>	To successful install the computer using an appropriate OS and software in a coherent order.	
	<b>Characters</b>	<p>Eve – player’s boss</p> <p>Andra – the costumer</p>	
	<b>Scenes</b>	<p>In the <b>first scene</b> he has to be acquainted with games’ requests.</p> <p>In the <b>second scene</b> the player is requested to go to a costumer for installing a new laptop. When he is in the room with laptop and other resources (<b>scene three</b>), the costumer informs him what she wants for her computer (OS, type of software).</p> <p>The main part of the game take place in the <b>fourth scene</b> of the game, when the player starting to work. He must know the order and type of applications needed and also to provide advices on their purchase.</p> <p>The <b>fifth scene</b> closes the game by checking how laptop works.</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: Revision the theory related to the subject. Short presentation of the game.	In the classroom	
	During the game: The game is played by each player and the trainer supervises the class.	In the classroom / Online / At home	
	After the game: All the reports are consulted by the trainer, and the results are discussed.	In the classroom	
<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> </ul>		
<b>What will learners need in order to achieve learning objectives?</b>			

<b>Prerequisite</b>		<ul style="list-style-type: none"> <li>➤ Mid level knowledge in using computer</li> <li>➤ IT legislation</li> <li>➤ Practical skills</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>➤ “Installing a computer” 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> <li>➤ Moodle account for online access to the game</li> <li>➤ Java</li> </ul>
	Optional	<ul style="list-style-type: none"> <li>➤ Examples with different OS and software applications</li> </ul>
<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> <li>➤ Resources for installing a computer (for trainer)</li> </ul>
<b>Learning Resource Type</b>		<ul style="list-style-type: none"> <li>➤ Online course: “Basic of computers”</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 game offers a quick evaluation of the information transmitted by the trainer, giving the opportunity to practice, offering tips on how to increase the computers’ performance.</b></p> <p><b>Shorten the work for installing a computer comparing with the real situation.</b></p>		