

<b>TITLE OF THE SCENARIO</b>	First step with Photoshop	
<b>Keywords</b>	Photoshop, CS4, Pictures, Images, effects.	
<b>Information about students?</b>		
<b>Age Range and grade of the learners</b>	Any person between 15 and 60 years old who	
<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> Basic of Adobe Photoshop</p> <p><b>Field:</b> ICT</p> <p><b>Skills:</b> installing and using Photoshop application</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>*install the Photoshop application</li> <li>*familiarize with application environment</li> <li>*identify the application menu</li> <li>*create new images using Photoshop</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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" 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 checked="" type="checkbox"/> <input type="checkbox"/> <input 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 type="checkbox"/> <input checked="" type="checkbox"/>
	Experimentation (I will organize activities in which learners will understand, learn how-to, practice, and / or exercise)	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>Description of the game</b>	<p><b>Narrative description of the game plot</b></p> <p>When the player enters in game environment he will familiar with the Photoshop environment. Interaction is point and click. He is permanently assisted by the characters – specialists in Photoshop. He is asked to</p>	<p>choose specific buttons in order to install the application</p>

		<p>and to edit pictures.</p> <p>After this foray in the application’s environment he has to pass an evaluation: six questions with multiple choices. Work time: 4 minutes.</p> <p>The game is designed on two levels.</p> <p>In first part, the player is welcomed by the game’s characters and he is invited to explore the application, starting with installing and finishing with editing pictures. Each character will help the player accompanying him step by step into the Photoshop world. If he doesn’t comply with the instruction received he will not be able to go further in the game.</p> <p>When the discovery part is completed the player has to pass the evaluation form.</p>	
	<b>Goals</b>	To solve the tasks indicated by the character and to pass the test.	
	<b>Characters</b>	Photoshop specialists (4)	
	<b>Scenes</b>	<p><b>First scene</b> (Instruction, Start) appears when the player enter in the game environment; <b>Scene 2</b> – the installing process starts; <b>Scene 3</b> - Starting Photoshop; <b>Scene 4</b> - Introducing the license key; <b>Scene 5</b> – Presenting the application’s interface; <b>Scene 6</b> – Opening a image; <b>Scene 7</b> – Work with Layers menu; <b>Scene 8</b> – Edit button (Image, Adjustments, Auto-tone, Custom tone, Levels, Vibrace, Image size, Hue/Saturations, Curves, Exposure), Color Balance(Shadows, Midtones, Highttones), <b>Scene 9</b> – Photo filter, <b>Scene 10</b> - Combining effects in a single layer; <b>Scene 11</b> – Saving the created image; <b>Scene 12</b> – Self evaluation (Back to game, Start Evaluation, Exit); <b>Scene 13</b> – Game over.</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. Examples using Photoshop. Game presentation	In the classroom	20 min
	During the game:		
The game is played by each player and the trainer supervises the class.	In the classroom / Online / At home	20 min	
After the game:			
All the reports are consulted by the trainer, and the results are discussed.	In the classroom	50 min	

		Editing a picture using Photoshop.		
				<b>Total: 1 h, 30 min</b>
<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>➤ Final picture edited with Photoshop</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>➤ 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>➤ “First step with Photoshop” 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> <li>➤ Adobe Photoshop CS4</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, tutorials</li> <li>➤ Examples with edited pictures</li> </ul>		
<b>Time / Space resources</b>		<ul style="list-style-type: none"> <li>➤ A computer lab</li> <li>➤ Estimated time: 1,5 - 2 hours</li> </ul>		
<b>Other things to consider</b>				
<b>It is very useful to use this game for learning, practice and evaluation.</b>				