

Connecting Europe

The Seppo - game



Instructor manual





Connecting Europe – The Seppo-game

Instructor manual

Seppo is used via a browser (preferably Chrome or Safari). [Link](#)

Players can play also via Seppo Play-application.

[Seppo Manual](#)

If you have a Seppo-account, you can ask* to get the access to instruct the game Connecting Europe. After that you can login to your Seppo account and can see the game in your dashboard. Go to <https://play.seppo.io> and log in as an instructor by clicking Create games – Continue and logging in to your account with e-mail and password. You can also copy the game to yourself. Don't do changes to the original game!

If you don't have a Seppo account, you can ask* to get the instructor login code for logging in the game Connecting Europe as a Student Instructor. Go to <https://play.seppo.io> and login as a Student Instructor by clicking Create games – Continue and Guest instructor login and using the instructor login code you got. Student Instructor cannot start the game, the instructor needs to do that. Despite the way you are logged in, you can also copy the game to yourself if you want. You can do changes to your own copy of the game, but don't do changes to the original game!

*Sini Vainio, sini.vainio@inlive.fi or Pekka Pakkala pekka.pakkala@inlive.fi



What would you like to do?

The interface shows two main options: 'Join a game' and 'Create games'. The 'Join a game' section has a 'Type code' input field and a 'Continue' button. The 'Create games' section has a 'Continue' button. To the right, there is a login section with 'Enter your e-mail address' and 'Enter your password' input fields, a 'Login with email' button, and a 'GUEST INSTRUCTOR LOGIN' button. Red arrows point from the 'Continue' buttons in the 'Join a game' and 'Create games' sections to the 'GUEST INSTRUCTOR LOGIN' button.






The screenshot shows the 'My Games' page with a search bar and filters. A game titled 'Connecting Europe: Train for International Trail Tryout' is highlighted with a red arrow. A large red oval on the right contains the text 'Student Instructor login'.






Student Instructor login

The meaning of the instructor's buttons

seppo°



-  **Game Settings**
-  **Create an Exercise**
-  **Game story and rules**
-  **Add participants**
-  **Levels**

-  **Start or close the game**
-  **Flash exercises**
-  **Exercises/grading**
-  **Chat**
-  **Instructor's doors to different levels**



The meaning of the instructor's buttons.

Game Settings = Here you can do changes in the game settings. Don't change the settings of the main game!

Create an Exercise = Here you can create a new exercise. Don't create exercises to the main game!

Game story and rules = Here you can read and change the game story and rules. Don't do any changes to the main game story and rules!

Add participants of the game = Here you can see the pin code to the players, and you can share it from here. Also, you can see the Game Instructors here.

Levels = Here you can see the levels and exercise order.

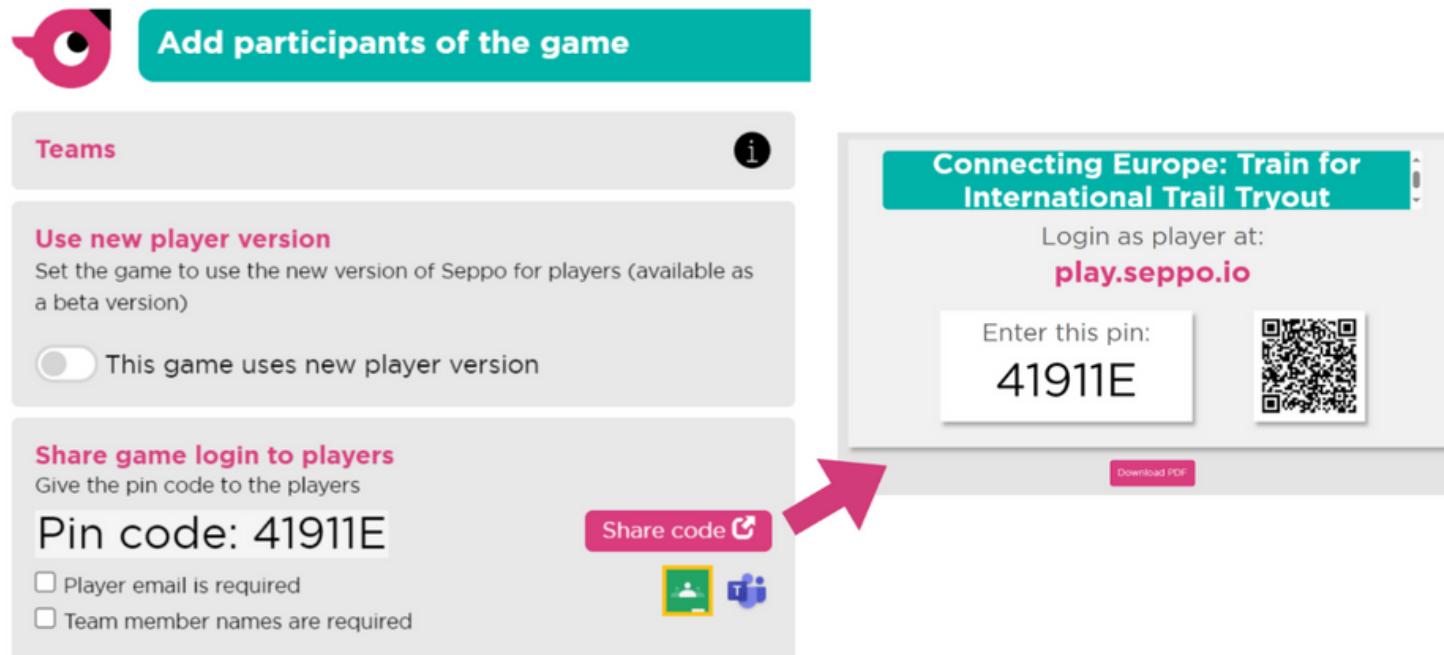
Start or close the game = This button starts or closes the game. Student instructor can't start the game, only instructors can do that.

Flash exercises = If the game contains flash exercises, you can organize them here. There aren't flash exercises in Connect Europe-game.

Exercises/grading = Here you can see the answers, give feedback, or ask for a revised answer.

Chat = Here you can send private message for players or chat at shout box during the game.

Adding participants to the Seppo-game



The screenshot displays the 'Add participants of the game' interface. On the left, there are three main sections: 'Teams' with an information icon, 'Use new player version' with a toggle switch currently turned off, and 'Share game login to players' which shows a 'Pin code: 41911E' and two checkboxes for 'Player email is required' and 'Team member names are required'. A 'Share code' button with a share icon is also present. On the right, a preview of the player login screen is shown, titled 'Connecting Europe: Train for International Trail Tryout'. It prompts the user to 'Login as player at: play.seppo.io', displays the pin '41911E', and includes a QR code and a 'Download PDF' button. A red arrow points from the 'Share code' button to the login screen.

Once you're ready to start playing, turn the game on by pressing the play icon on the right side. When game is on, the icon changes to a stop button, from which you can close it.

PIN code of the game can be found in the game participants section on the left of your screen. Click the button which has a human icon on it. After clicking you should see the numeral PIN code. Give this to your players so they can login at play.seppo.io. You can also share the code to your players by a QR- code by clicking the 'Share code' button. Downloading and printing PDF is also possible.

Player entering the game



↑
Landing page

When the player enters the game, first the player can see the game info, story, and rules.

After that the first assignment appears on the Landing page (Level 1).



Story

Welcome to the exciting world of Erasmus+ student mobilities!

However, before going to a mobility, you have to make sure that that you know certain things...

For example, if you go to Austria, do you know how they say "Good morning" in Austria?

Or if you go to Italy, do you know what is the capital of Italy?

Or if you go anywhere at all, do you know how to be polite and what to do at the airport or hotel?

Please enter Connecting Europe -Game, where we deal with these kinds of questions! Have fun and learn!

Rules:

There are 4 different levels and 42 exercises in this game. You can answer the open questions by text, video or voice.

Level 1 has only one question and after you answer that, the levels 2-3 will open for you to play. There is no specific order in which you must do the level 2-3 exercises. When you have finished all the 42 exercises at level 1-3, level 4 will open, and you will get yourself a diploma for completing the game. You can also evaluate how easy or hard the game was for you.

Enjoy the game!

The image shows a sequence of three screenshots from a learning application. The first screenshot is a comic strip titled "Welcome to Europe!" with a "Multichoice" exercise type. It features a character in a wheelchair and a character in a hijab. The comic panels contain the following dialogue:
Panel 1: "What is the matter?"
Panel 2: "I am going abroad for a student mobility and I am worried!"
Panel 3: "Why?"
Panel 4: "I have never travelled before! What if I make a fool of myself?"
Panel 5: "I think I have something for you!"
Panel 6: "This is great! Let's start!"
Panel 7: "There is a brand-new Segpa Game, called Connecting Europe. Play that and learn more about travelling and student mobilities!"
Below the comic, there is a question: "Are you ready to play the game Connecting Europe? After you answer this question, the levels 2-3 will open for you to play." with three radio button options: "Yes!", "No, not yet.", and "I don't know!". At the bottom are "Save", "Preview", and "Send" buttons.
The second screenshot shows a "Welcome to Europe! completed" message with a gold medal icon. It includes a "Comments" section with the text "Excellent! Go on and play then. Good luck!". Below this is a "Multichoice" section with the same three options as the first screenshot. A "Close" button is at the bottom.
The third screenshot shows a "Levels 2-3 Unlocked!" message with a padlock icon and a key. A "Continue" button is at the bottom.
A pink oval on the right contains the text "First assignment". Pink arrows point from the "Send" button in the first screenshot to the "Close" button in the second, and from the "Close" button to the "Continue" button in the third. A pink arrow also points to the "Send" button in the first screenshot with the text "Send the answer and get feedback!".

After finishing the assignment at the Landing page (Level 1), Levels 2-3 will open.



Player can enter different levels through pink doors.

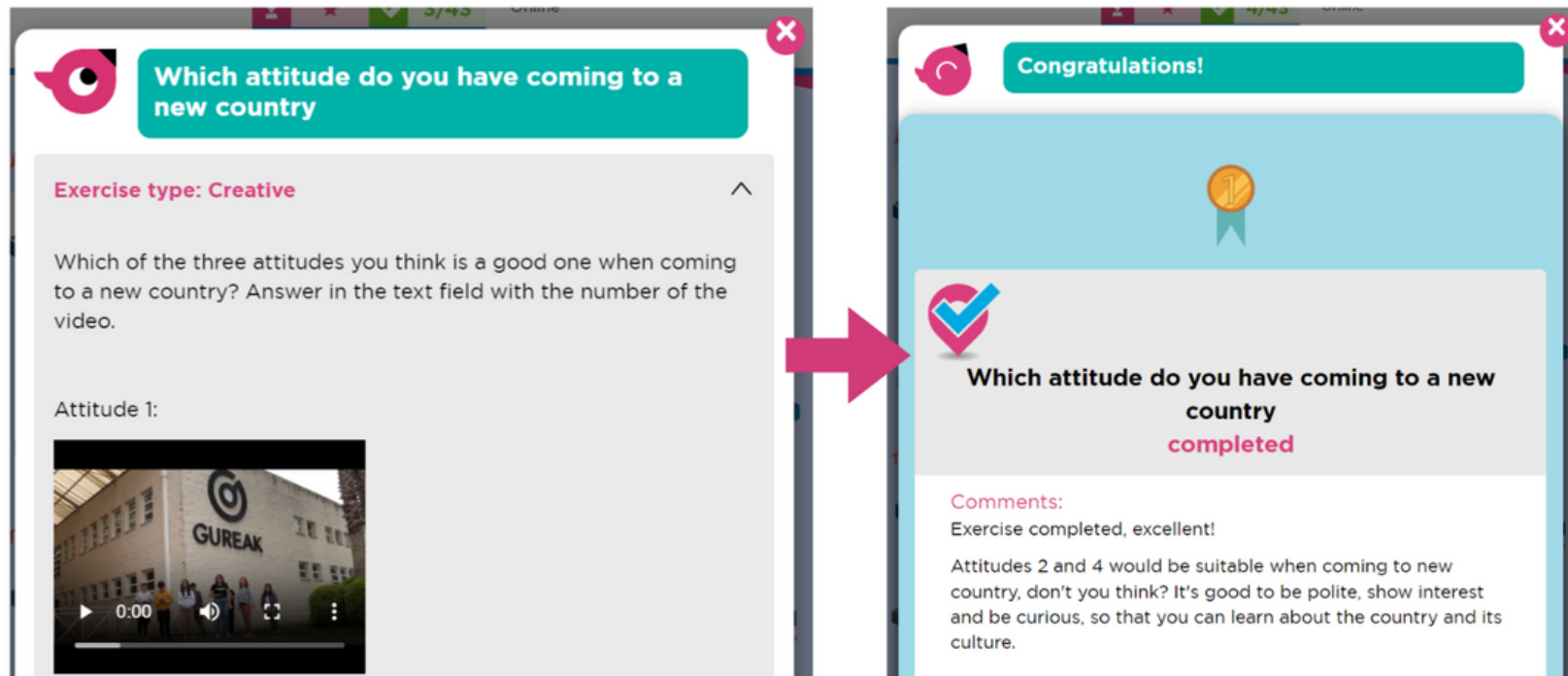


Level 2: Cultural Skills



Level 3: Mobility Skills

Grading and feedback



The player gets feedback and the right answers automatically after answering the assignment.

Points are not given, but players get automatic feedback, so they can check the right answers and learn.

Exercise type: Match pairs

Play [this game](#) about austrians states and then connect the states with its capitals.

Oder spiele [die deutsche Version hier](#), über die Bundesländer und ihre Hauptstädte und verbinde dann die Bundesländer mit ihren Hauptstädten.


Vienna	Vienna
Salzburg	Eisenstadt
Styria	St. Pölten
Lower Austria	Salzburg
Upper Austria	Linz
Carinthia	Innsbruck
Burgenland	Klagenfurt
Tyrol	Graz
Vorarlberg	Bregenz


Exercise type: Checkbox

How did you do?


- It was easy for me!
- I did ok.
- I didn't know all the right answers.








AUSTRIA: States
completed

 **Match pairs**

Comments:
Exercise completed, excellent! Correct answers: Vienna - Vienna
Salzburg - Salzburg Styria - Graz Lower Austria - St. Pölten
Upper Austria - Linz Carinthia - Klagenfurt Burgenland -
Eisenstadt Tyrol - Innsbruck Vorarlberg - Bregenz

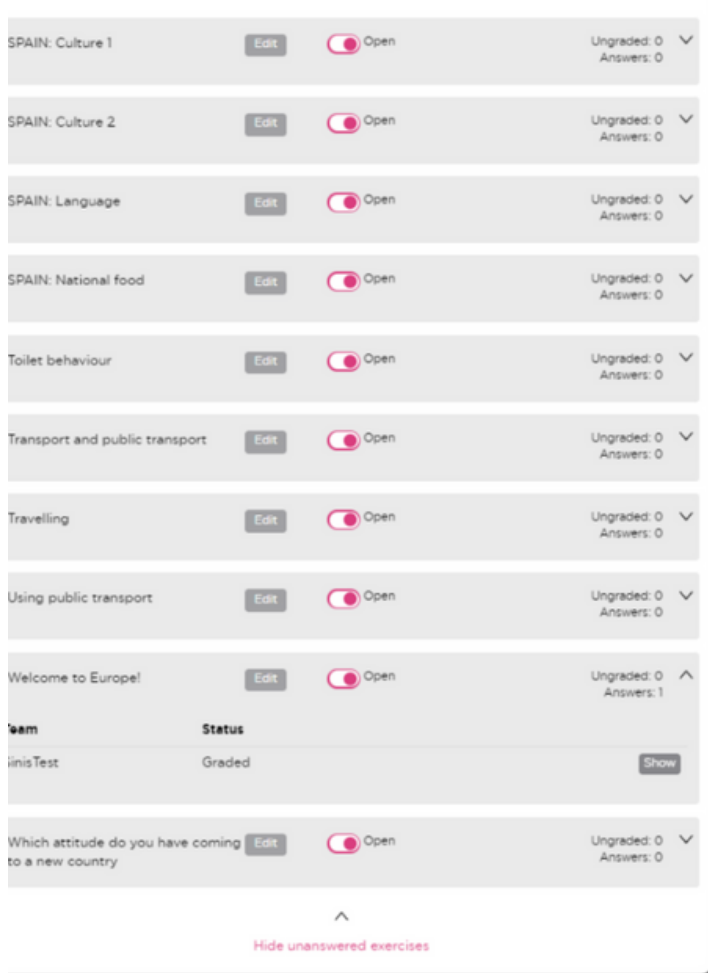
 **Checkbox**

It was easy for me!

I did ok.

I didn't know all the right answers.

Close



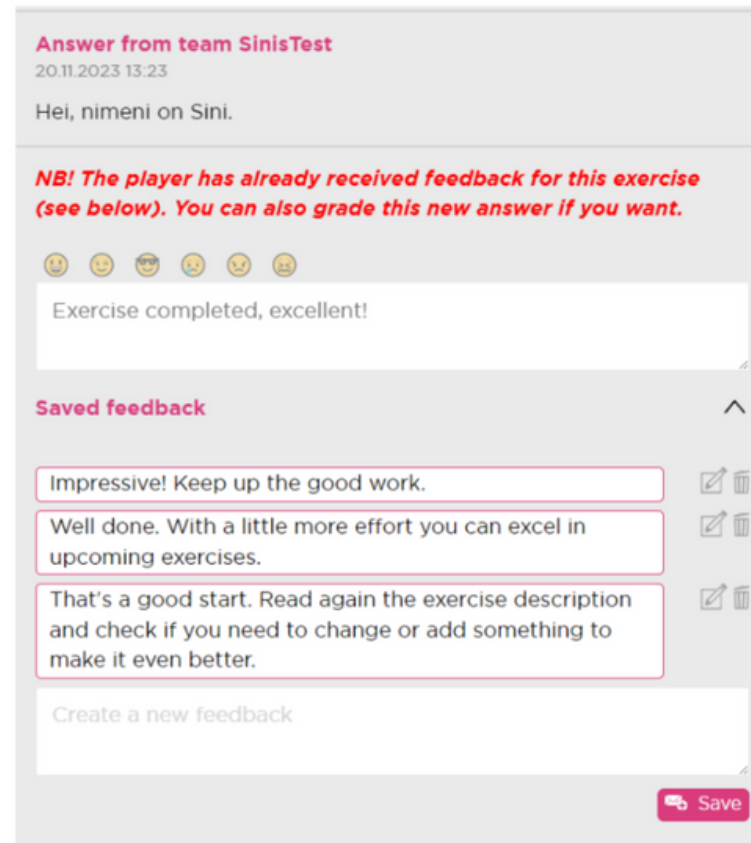
The screenshot shows a list of exercises in the TFIT system. Each exercise entry includes an 'Edit' button, an 'Open' toggle switch, and a dropdown menu showing 'Ungraded: 0' and 'Answers: 0'. The exercises listed are:

- SPAIN: Culture 1
- SPAIN: Culture 2
- SPAIN: Language
- SPAIN: National food
- Toilet behaviour
- Transport and public transport
- Travelling
- Using public transport
- Welcome to Europe!

Below the list is a table with columns for 'Team' and 'Status':

Team	Status
SiniisTest	Graded

At the bottom of the list, there is a 'Show' button and a link to 'Hide unanswered exercises'.



The screenshot shows the grading view for a team answer. The header indicates the answer is from 'team SiniisTest' and was submitted on 20.11.2023 at 13:23. The answer text is 'Hei, nimeni on Sini.' Below the answer, there is a warning message: 'NB! The player has already received feedback for this exercise (see below). You can also grade this new answer if you want.' There are six emoji icons for feedback. The feedback text area contains 'Exercise completed, excellent!'. Below this is a section for 'Saved feedback' with three pre-written feedback items, each with edit and delete icons:

- Impressive! Keep up the good work.
- Well done. With a little more effort you can excel in upcoming exercises.
- That's a good start. Read again the exercise description and check if you need to change or add something to make it even better.

At the bottom, there is a text input field for 'Create a new feedback' and a 'Save' button.

As an instructor, you can give your own, more precise feedback to the answers. If you are not happy about the answer, you can also ask for a revised answer. Click on the Exercises/grading - icon and go to the grading view. Choose the exercise you want and open it from the side arrow. Then choose the team and answer you want to check and give feedback to by clicking Show. Scroll down the page, choose from saved feedback, write our own feedback, or ask for a revised answer.

Revised answer
20.11.2023 12:56

terminal
Possible answers terminal ✓

luggages
Possible answers bags, luggages ✓

tickets
Possible answers boarding pass, tickets ✓

check in
Possible answers check in ✓

plane
Possible answers security ✗

Missing word exercise has been automatically graded.

Status: Graded

Cancel Ask for a revised answer

Creative =
Answer freely with text,
video or audio.

Grade exercise

Welcome to Europe!

Create your own at Storyboard That

Are you ready to play the game Connecting Europe?
After you answer this question, the levels 2-3 will open for you to play.

Answer from team SinisTest
20.11.2023 12:37

Yes! ✓

No, not yet. ✓

I don't know! ✓

Multiple choice exercise has been automatically graded.

Match pairs =
Find correct pairs and
match them by clicking
words or images.

Different types of exercises

Creative

FINLAND: Dialect in Oulu
✕

Exercise type: Creative ^

Learn some words in Oulu dialect [here](#).

Comment below your favorite word and what it means.

Build your answer:

Video

Audio

Match pairs

At the airport
✕

Exercise type: Match pairs ^

Watch [this video](#) and match pairs below: In what order are these actions when you take a flight?

1.	Security
2.	Baggage claim
3.	Check in
4.	Boarding
5.	Flight

Cancel

Save

Preview

Send

Checkbox

Mobility skills

Exercise type: **Checkbox**

How does it help you if you have good mobility skills? Answer below.

- You are able to move more freely across nations.
- You are able to move more independently across nations.
- You get along with people.
- You can act kindly and polite with others.

Cancel Save Preview Send

Checkbox =
Choose one or more
right answers.

Multichoice

Hotel skills - how to co-operate?

Exercise type: **Multichoice**

You are on an internship abroad together with young people from other countries. You are all staying in the same hotel. One girl in the group is desperate.

What do you think about this? What should he do? Answer below.

- Go with the girl to the reception. There you can ask for a new key card.
- Just keep walking. That is not your problem.
- Laugh at the girl, because she is disorganised. And because she has lost her card.
- Ignore the girl, because you don't know how to help.

Cancel Save Preview Send

Multichoice =
Choose only one
right answer.

Missing word

How to check in?

Exercise type: **Missing word**

Watch the video and fill the missing words below.

To check in at the airport, find the _____ for your airline and approach the check in desk.

Once you reach the desk, let the worker know if you will be checking any _____, and give the worker your identification so they can print your _____ . In some cases you can use a kiosk to _____ by entering the information on your ID.

After you receive your boarding pass and check your bags, keep your boarding pass out and proceed to _____ .

Exercise type: **Checkbox**

How did you do? Answer below.

- It was easy for me!
- I did ok.
- I didn't know all the right words.

Cancel Save Preview Send

Missing word =
Fill the gaps in the text
with a suitable word

Certificate page



After finishing all the 42 assignments the fourth and last level will open. This level is the Certificate page.

Here the player can save a diploma for oneself and evaluate how was the game: Easy, Ok or Hard.

The player can also give open feedback about the game. This is the last assignment of the game.

Players can also play Seppo via Seppo Play-application. They can download it from Play Store or App Store.



Play Store



App Store