



Connecting Europe

The Seppo - game



Player manual



Co-funded by
the European Union

Connecting Europe – The Seppo-game

Player manual

Seppo is used via a browser (preferably Chrome or Safari), link: <https://play.seppo.io> or Seppo Play application.

Download the application from Play Store or App Store:



Play Store

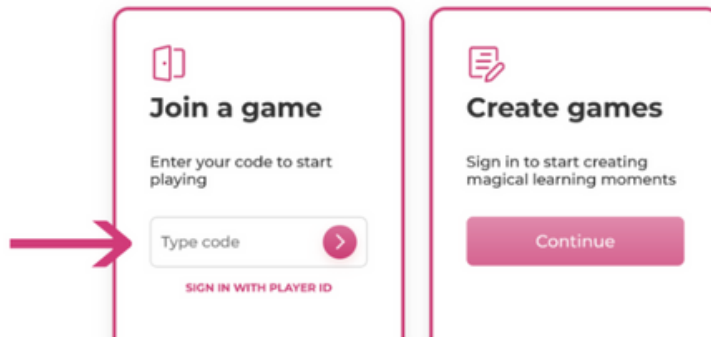


App Store

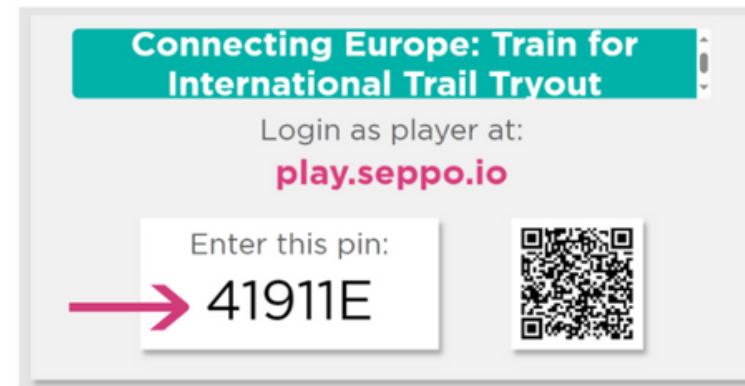
Joining the Game

→ play.seppo.io

What would you like to do?



The screenshot shows two main options: 'Join a game' and 'Create games'. The 'Join a game' option is highlighted with a red arrow. It includes a text input field labeled 'Type code' with a red arrow pointing to it, and a red 'Continue' button below it. The 'Create games' option also has a red 'Continue' button.



The screenshot shows a login screen for 'Connecting Europe: Train for International Trail Tryout'. It prompts the user to 'Login as player at: play.seppo.io'. Below this, there is a text input field labeled 'Enter this pin:' with a red arrow pointing to the value '41911E'. To the right of the pin field is a QR code.

Join the game at play.seppo.io or at the app, with the numeral PIN code you have received from the instructor.

You can also use the QR- code for getting into the game.

You can change the language!

seppo°

English ▾

Welcome to play
'Connecting Europe: Train for International Trail Tryout'

Name / Team name

Back Continue

seppo°

English ▾

Your player code

SiniTest801156

For: Connecting Europe: Train for International Trail Tryout

Save the code for re-login, e.g. by taking a screenshot of this view.

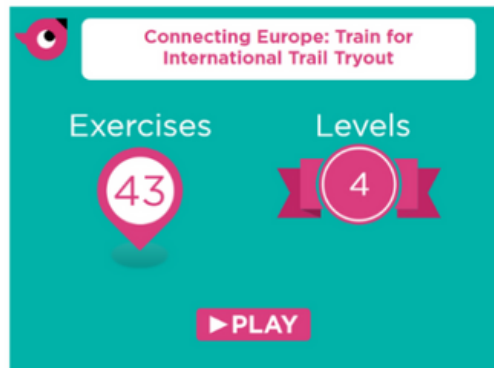
Start the game ▶

Make up a nickname for you or for the team and get the player code.

Remember to save the code for re-login the game!



Entering the game



When you enter the game, you first see the game info, story, and rules.

After that the first assignment appears on the Welcome-page (Level 1). There are 4 levels/pages in this game.

Levels 2 and 3 are the main levels and both contains multiple assignments.

Level 4 is the Certificate-page, where you can get yourself a diploma and evaluate the game.



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 meaning of the player's buttons

The screenshot shows a game interface with a central map of Europe. At the top, the player's name 'seppo' is visible, along with a level indicator 'Level 3 - Mobility Skills' and a progress bar '3/43'. On the right, there is a user menu for 'SiniTest80' with options: 'Select Language English', 'Accessibility statement', and 'Log out'. On the left, a 'Levels' panel shows 'Points in the game 249', 'Exercises on this level 1', and 'Exercises until next level 39'. A 'Pin Legend' window is open, listing various exercise statuses with corresponding icons: 'Unplayed exercise' (red dot), 'Exercise in progress' (blue dot), 'Exercise needs revision' (orange dot), 'Completed exercise' (green dot), 'Unavailable exercise' (grey dot), 'Closed exercise' (black dot), and 'Time exceeded' (purple dot). A 'Returns to previous page' button is located below the map. A 'Send private message to instructors or chat with the other players at shoutbox.' window is open, showing a text input field and a 'Send' button. A 'The completed exercises' window is open, displaying a list of completed exercises: 'FINLAND: Things about Finland you didn't know completed' and 'SPAIN: Language completed'. A 'Game info and rules' window is also visible on the right side of the map.

Game info and rules

The colors and meaning of the pins/icons

- Unplayed exercise
- Exercise in progress
- Exercise needs revision
- Completed exercise
- Unavailable exercise
- Closed exercise
- Time exceeded

Returns to previous page

Send private message to instructors or chat with the other players at shoutbox.

The completed exercises

Notifications

FINLAND: Things about Finland you didn't know completed

Comments: Exercise completed, excellent! You might get feedback later.

Creative

Less than 1 min ago

SPAIN: Language completed

Comments: Exercise completed, excellent! You might get feedback later.

Creative

Less than 1 min ago



The meaning of the player's buttons.

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

Home = This gets you to the page you can see all the games that are open.

Profile = Here you can see your profile name, change the language, read accessibility statement and log out.

Game info and rules = Here you can read the game story and rules.

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

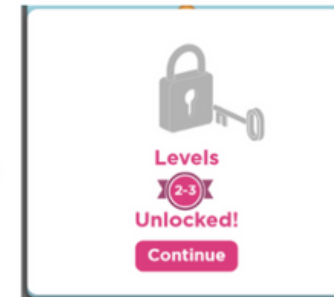
Notifications = Here you can see your completed or revised exercises.

Back = Return to previous page

Pin legend = Here you can see the colors and meaning of the pins/icons. Student instructor can't start the game, only instructors can do that.



**Level 1:
Welcome!**



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

Level 3 - Mobility Skills 2/43 Online

Level 3 - Mobility Skills 2/43 Online

Door
This door leads to game board:
CULTURAL SKILLS
Enter

Door
This door leads to game board:
Enter

Level 2: Cultural Skills

Level 3: Mobility Skills

Entering different levels through pink doors!

WELCOME TO CONNECTING EUROPE

TFIT

Co-funded by the Erasmus+ Programme of the European Union

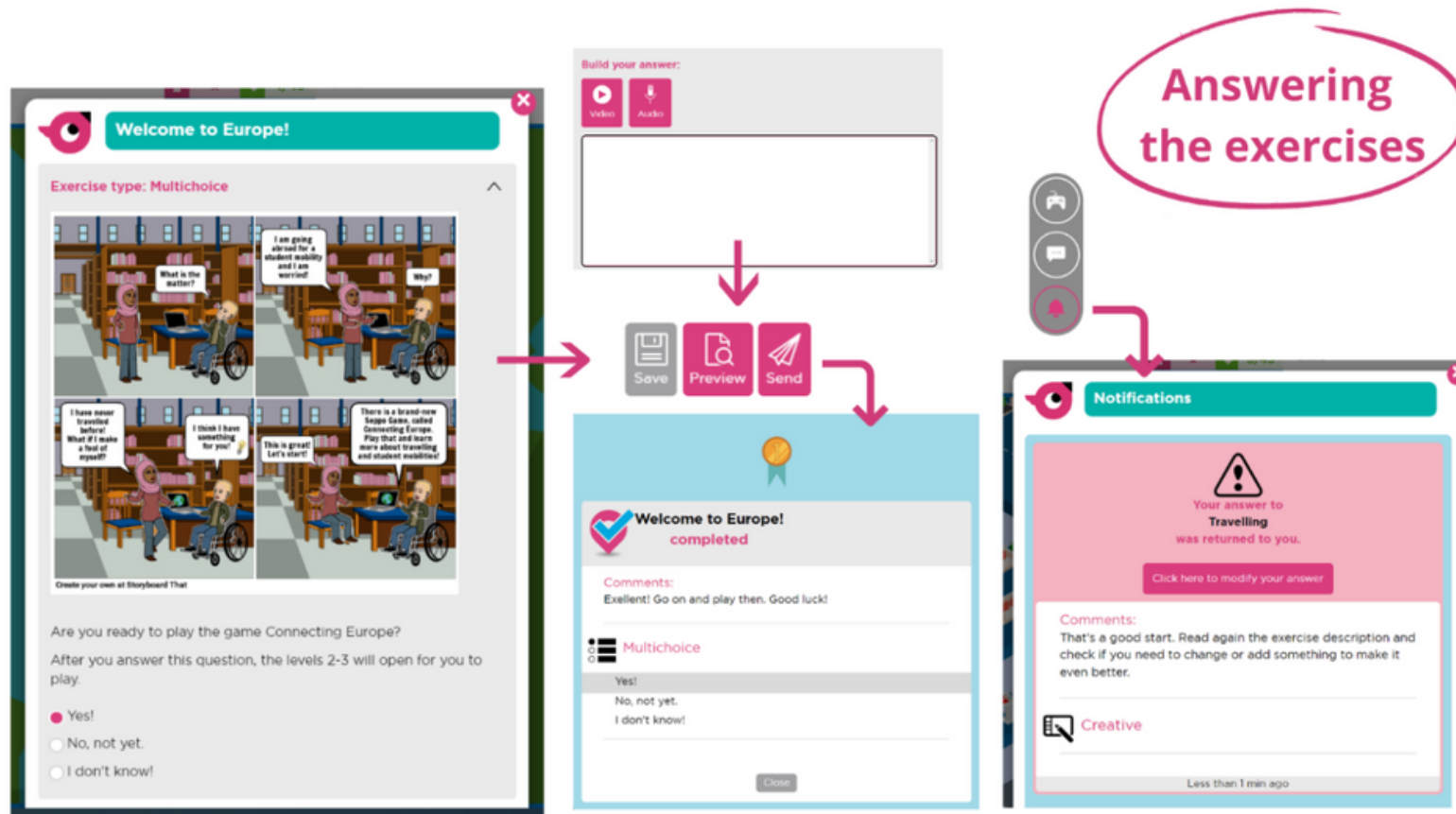
You can enter different levels through pink doors.



Level 2: Cultural Skills



Level 3: Mobility Skills



Answering the exercises

After answering the exercise, you can send it (click Send) and get feedback after that. You can also preview your answer or save it and continue later. After answering, you get feedback and the right answers automatically. Points are not given. Game instructor can also give more precise feedback or ask for a revised answer. You can see completed assignments and possible returned answers in the notifications. If your answer is returned, see the comments, answer again and send it for revision. If the exercise opens in a new page, go back to the original page after completing the exercise.

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.

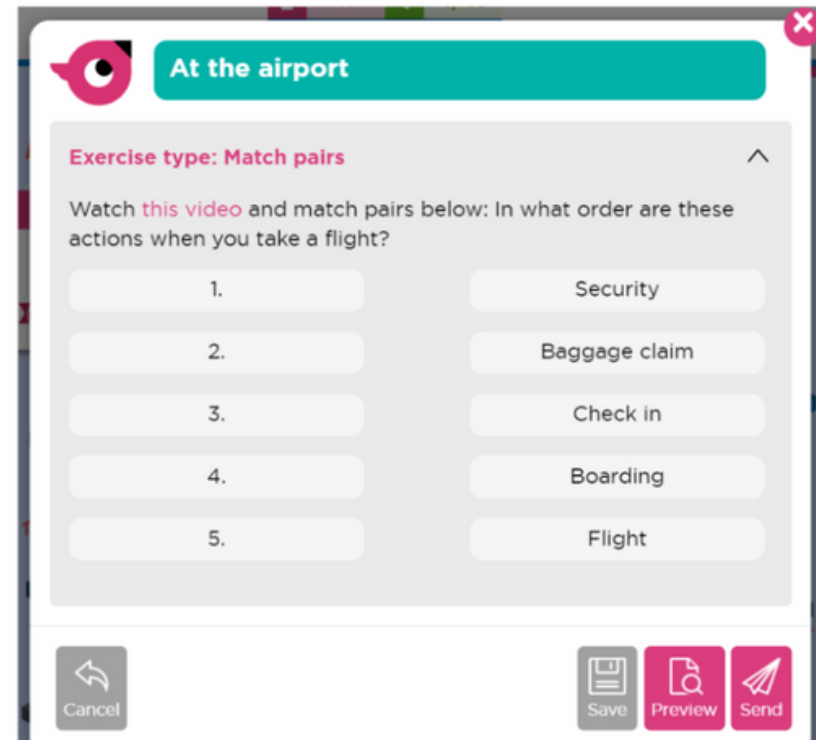
Build your answer:

Video Audio

[Empty text input area]

Creative =
Answer freely with text,
video or 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

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

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

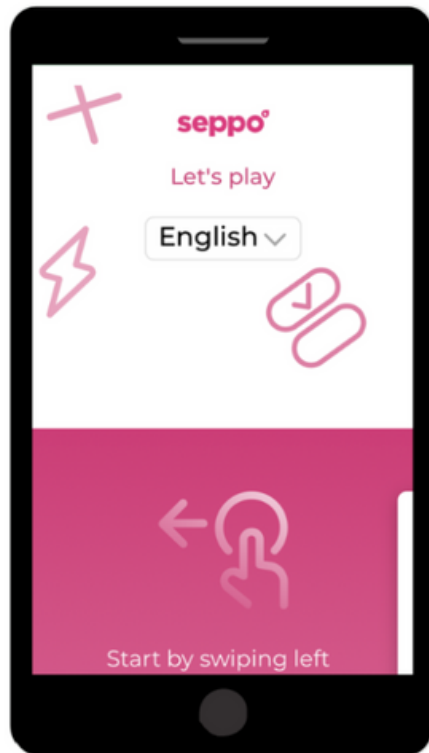


After finishing all the 42 assignments the fourth and last level will open. This level is the Certificate page.

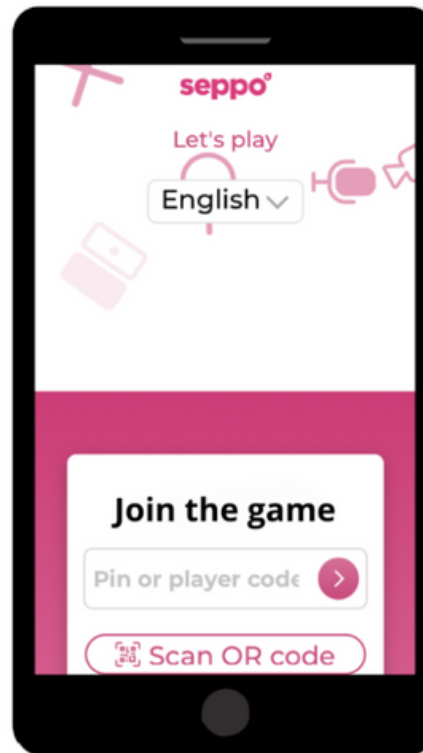
Here the player can save a diploma for oneself and evaluate how was the game: Easy, Ok or Hard.

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

Mobile Application: Seppo Play



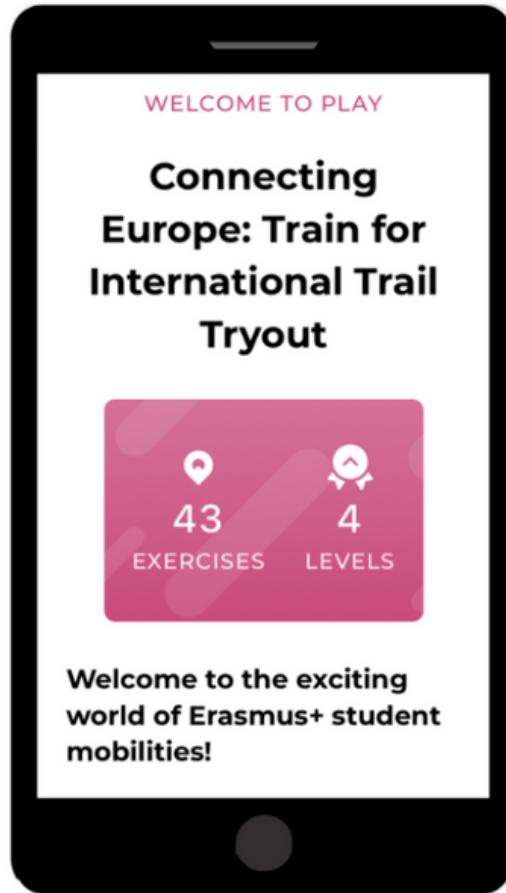
The main page
Swipe left for joining the game.



Join the game with
Pin, player code or by
scanning the QR code.



Make up a nickname for
you or your team and
start the game.

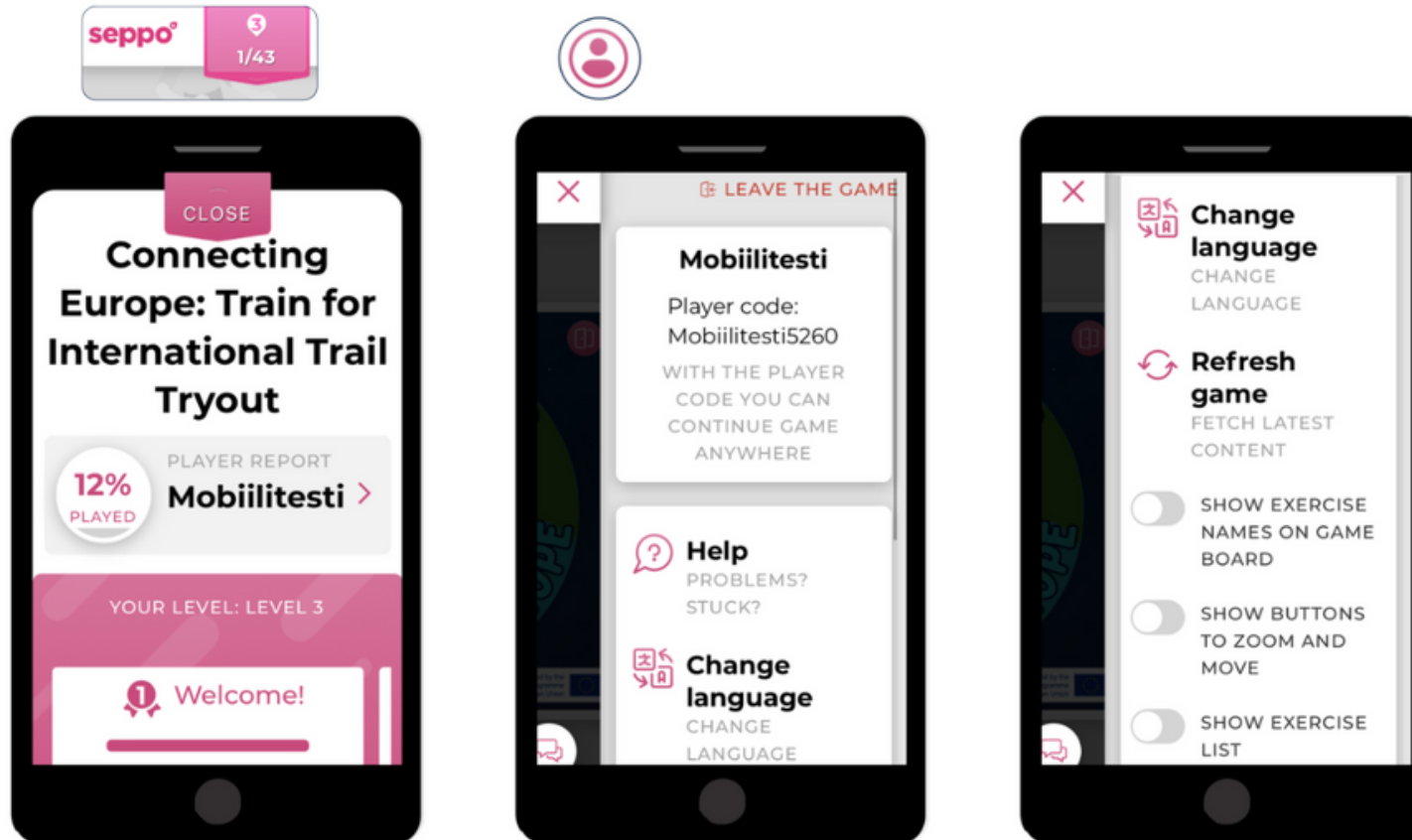


Entering the game
Here you can see the game info, story and rules.



Welcome-page
Level 1.

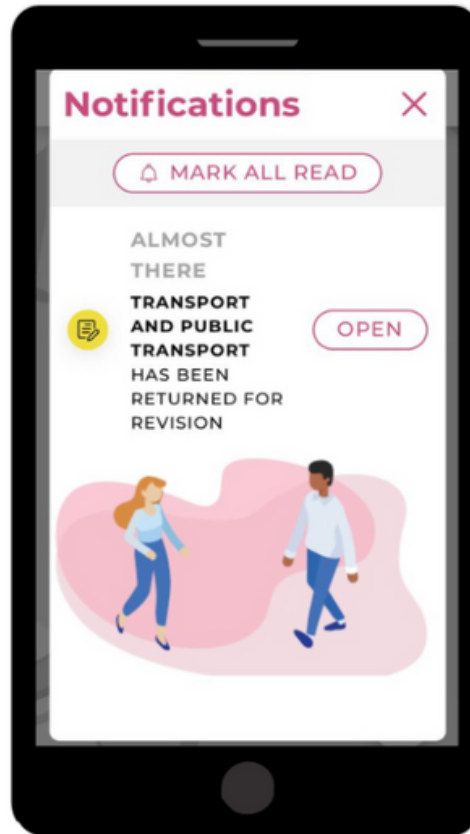
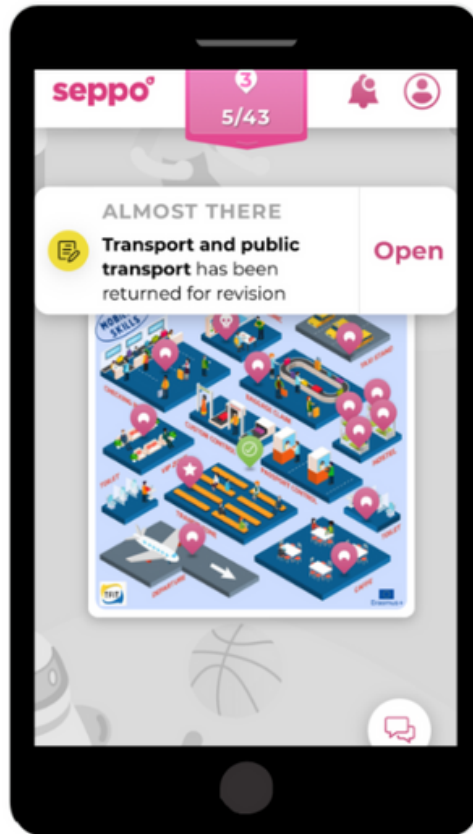
Mobile Application: Seppo Play



Levels and progression

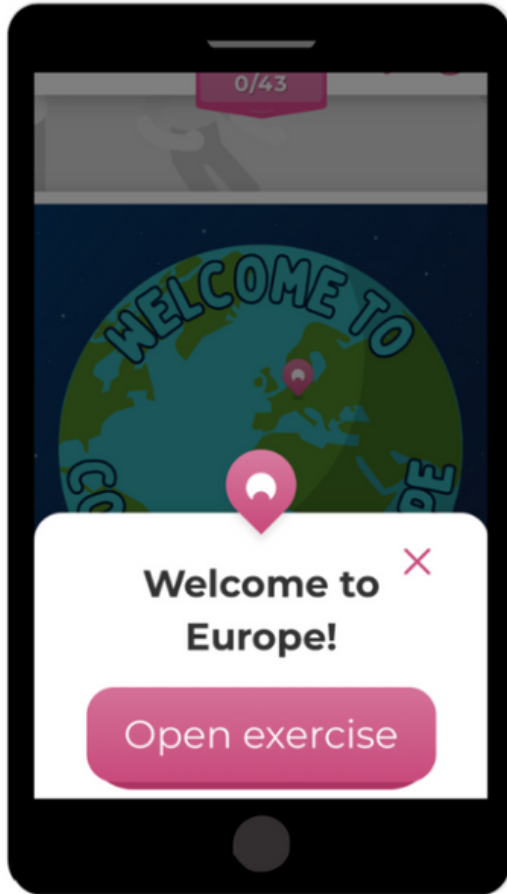
Profile

Name, player code, help, change language, refresh game, change settings, and log out.

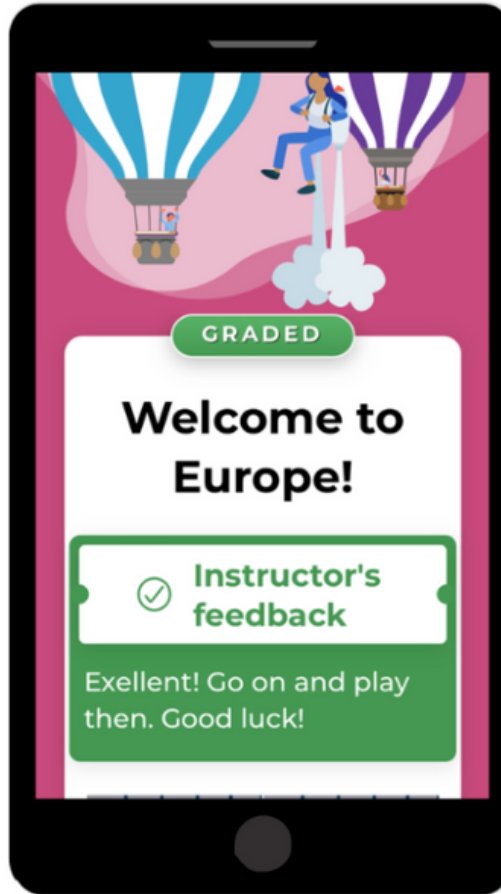


Notifications
Completed exercises, exercises that has been returned for revision.

Chat
General = Send messages for all participants
Support = Send message for the instructor



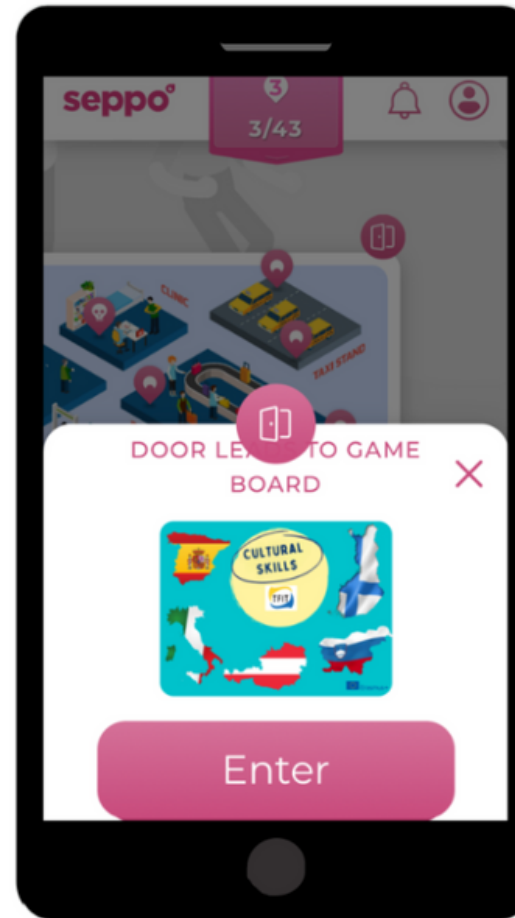
Open exercise



Answer and get immediate feedback.



After answering the exercise at level 1, levels 2 and 3 will open.



Enter different levels through pink doors.



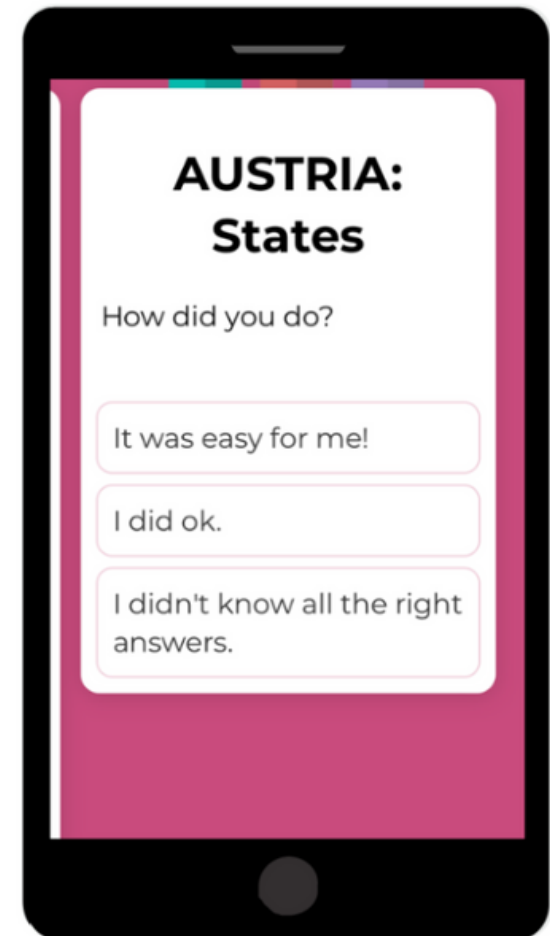
Level 2: Cultural Skills



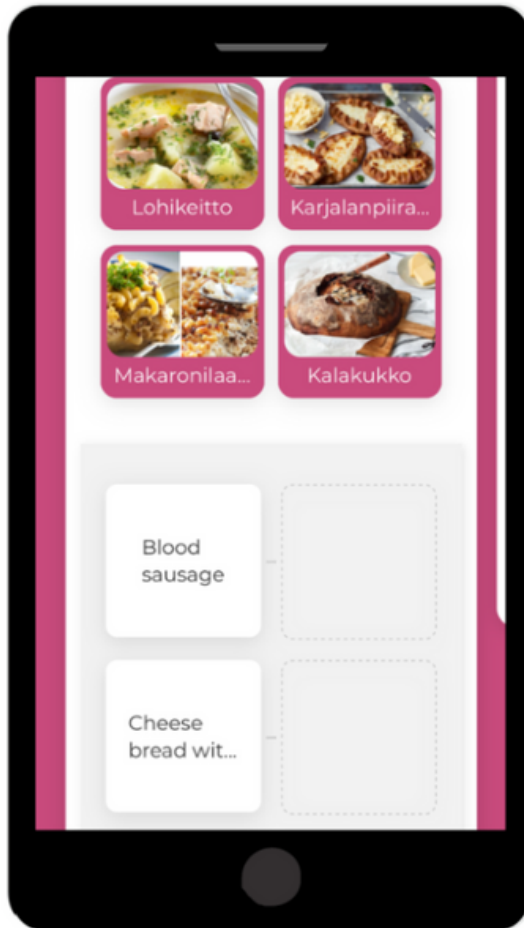
Level 3: Mobility Skills



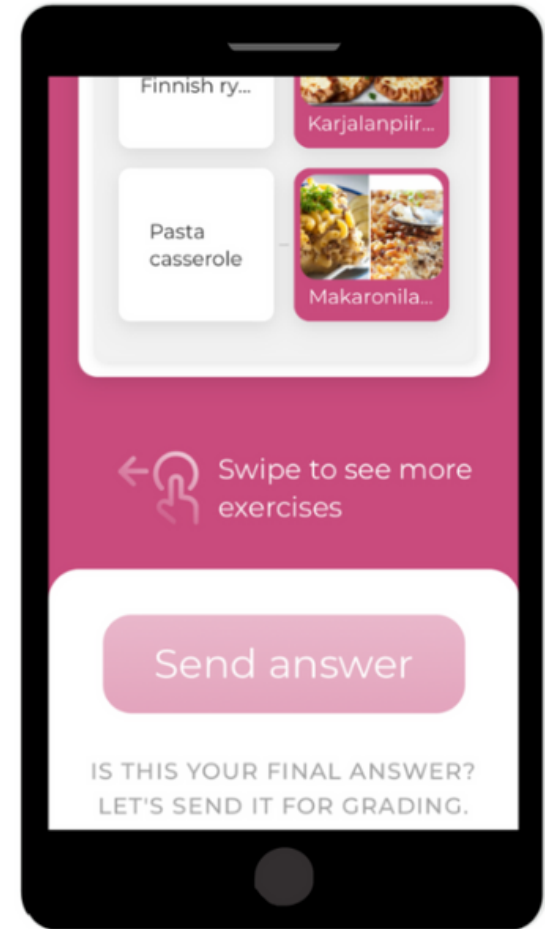
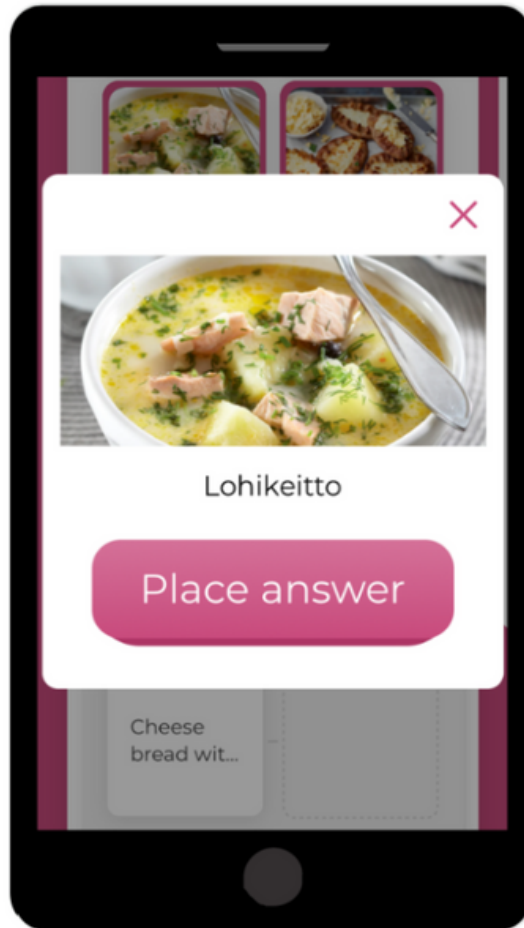
Build answer
Answer with text, video or audio.



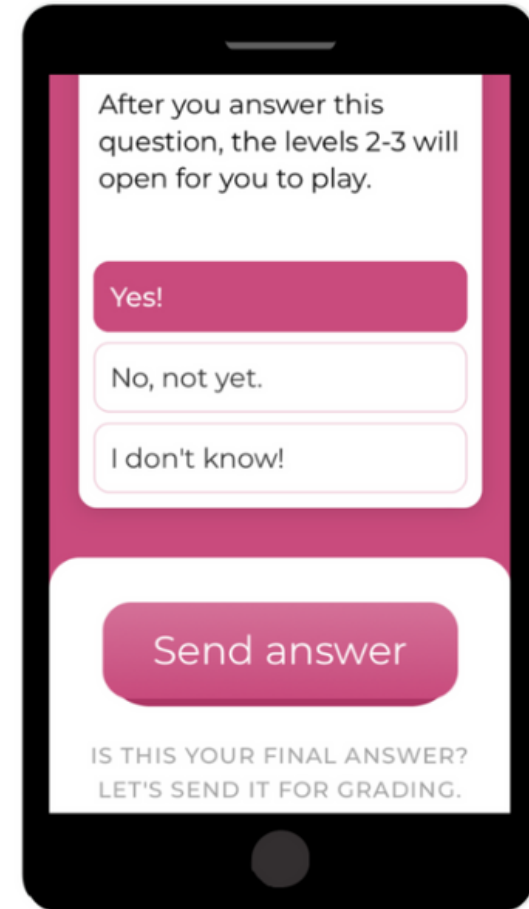
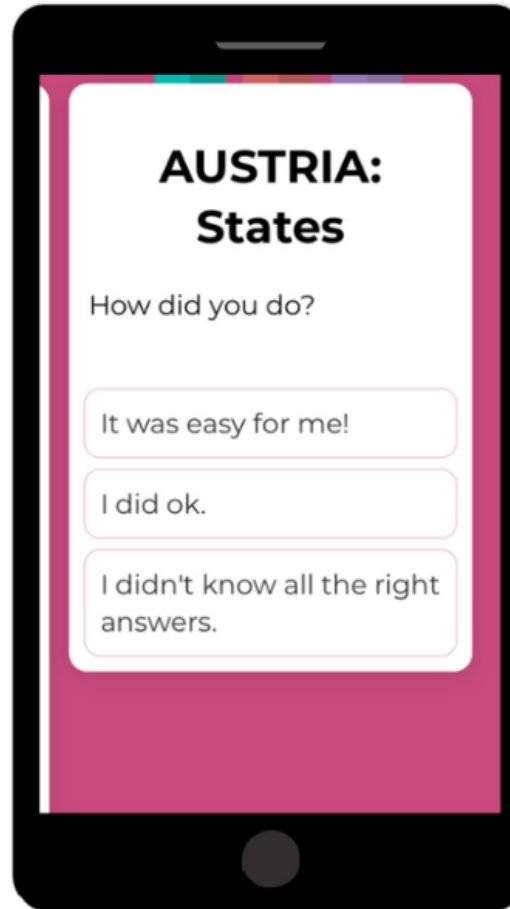
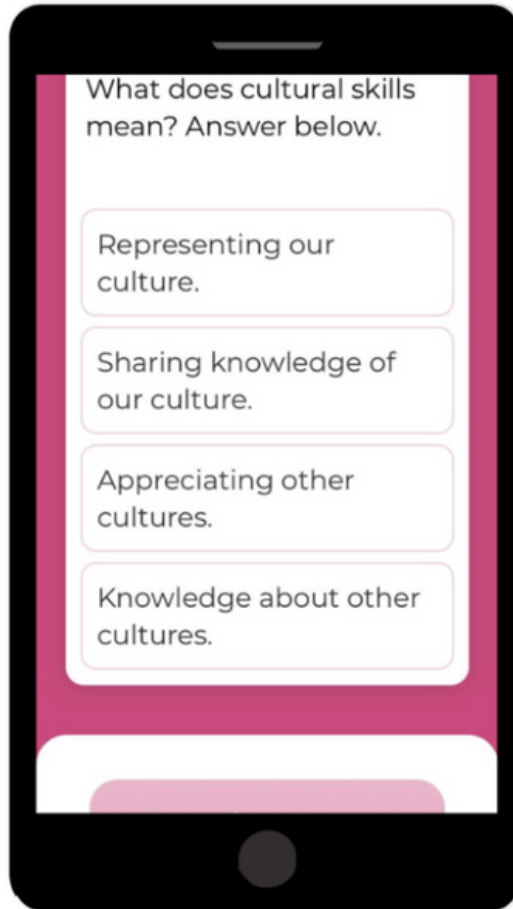
Click the right answer.



Match pairs



Swipe to see more exercises.



Answer all exercises before sending the answer.



You get the feedback and right answers immediately after answering.

Instructor can also send you more precise feedback or ask for a revised answer.

These will show up in the notifications.