

QUICK REFERENCE GUIDE

BUSS 1057 Tutorial 1

The Colour of Custard – a mobile learning experience <http://bit.ly/1mp5vYw>

No	Location	Information	Correct answer to quiz
1	UniSA Law School (George Street)	Help students understand what to do with the app. Introduce the concept that buildings can have a multitude of businesses in them over time	Brewery Office
2	SAHMRI Building (North Terrace)	Students should go to the SAHMRI reception desk to get information to answer the quiz (<i>SAHMRI reception staff have been briefed to expect students</i>)	Private Public Partnership
3	Expresso Room (Fenn Place)	Invite discussion about the corbels (little angel faces). Ask students why they might be there? (Possible answers: decorative, to ward off evil demons)	For Profit
4	Lion Arts Centre (North Terrace)	Explain this was David Fowlers factory and produced 'Lion' Brand foods. Ask what Lion foods are still on the shelf at supermarkets today (eg custard, flour, tea etc). Students are asked to Add[+] a note to explain what is different about the size of the factory today when compared to the photo showing in the app (answer is shortened to make way for Morphett Street Bridge in 1960's)	Custard Drips
5	Café Nove on Luce (Light Square)	Students should go inside to get information to answer the quiz. The Manager (Annette) has been briefed to expect students and to explain the business model they are using. <i>Café will not be open after 3:00pm. Students can find the answer to quiz if café is closed by going to their facebook page.</i>	Social Enterprise

OUTDOOR PLAY

Walk from the tutorial room with students to Location 1 (see below) and assist students with the task, how to swipe screens to reveal all the content, answer the quiz, Add [+] and upload a selfie to the game, how close the window to show the map and the next location etc. Then informally walk with groups as they explore the area encouraging them to take selfies to show 'David Fowler' what businesses are in CW today. The last location is Café Nove on Luce (Light Square). You might like to go there early to check in students as they come through. Give out the Café Nove on Luce vouchers to first group with 500 points.

After completing the 5 places an Outro message will appear in the app giving their total score (maximum is 500 points) and a video (voki) will play. The voki (an animated character to represent David Fowler) will congratulate them on playing. The link to the online survey is in the outro and is also on the learnonline website. **Please encourage students to complete the survey in their groups**

POST GAME

At any time after playing students can login to the game's companion website <http://bit.ly/1mp5vYw>, click the Activity link and view their photos and a GPS trace of their activity. You may also like to demonstrate this in Week 3 at the start of the next week's tutorial. Please encourage students to complete the online survey if they haven't done it yet. Link is <http://bit.ly/1QmVBAU>

INSTRUCTIONS: (10 min)

IN TUTORIAL ROOM

1. Explain what a location-based mobile learning game (LBMLG) is, why we have introduced it and how it will be played.
*This LBMLG replaces a worksheet on the **History of Businesses** that was never very popular with students. The same learning task is now delivered as an app that uses interactive media to unlock educational content, quizzes and location-interaction tasks at real places to formatively assess your understanding about businesses in Adelaide's West-End. GPS tracking in your mobile phone triggers location markers on a map, activating multiple screens of rich content to deliver a new virtual learning experience. It's what we call an 'urban street game' with the history of business at its base. You will be immersed in historical fact following in the footsteps of a 'real' business person (David Fowler of Fowlers Pty Ltd) on a 'secret trail' around Adelaide's West-End. David wants you to show him the businesses that you encounter by taking photos and leaving notes, while he'll use the app to tell you about businesses that were here in Adelaide during his time. As you play, you'll get points for correct quiz answers. Get them all correct and there's a reward for you at the end of the game.*

2. Ask how many students have already downloaded the **Mobile Learning Academy** app from Apple App Store or Google Play AND signed up for a free players account. Ask them to keep their hands up if they have also downloaded the game data.
Those with their hands still up self-select as team leaders. Ask students who haven't done this yet to associate themselves with one of the leaders to form teams of 3, 4. This will save time though some will still be downloading the app while you talk.
3. Demonstrate 'live' what to do to prepare to play (use a VGA adapter for iPhone/iPad/Android phone)
 - *Launch the Mobile Learning Academy app and make sure you are logged in as a player*
 - *Search for the 'Colour of Custard' game on the app (use a word like 'UniSA' or 'Custard')*
 - *Touch the Download tab to download associated media*
 - *Read the instructions and introduction together*
 - *Click the START button and select the PLACES tab to see the map and begin playing*
 - *Look for a blue dot on the map. It indicates your position. As you walk towards a place marker it automatically moves and when over the point of the place marker it activates to reveal screens with text to read, videos, photos to view and quizzes to complete that are all related to the types and history of businesses in the West-End. To see all the information about that place swipe down and across the multiple screens to reveal new information and tasks.*
 - *After answering the quiz, the place has been completed so close the windows and the map will return to show the next place marker to walk toward. There are 5 places to visit – but only one will be revealed at a time*
4. Encourage students to upload photos & notes and rate, review and share their experiences in the app as they play.
5. We would REALLY like students to also spend 5 min to complete an online survey to help us review and improve the experience. It's anonymous and accessed either from a link in the Outro message in the app or from the link in Topic 1 of the course website <http://svy.mk/1XJy6F5>. We will also be organising a focus group meeting (date and time to be given out in future tutorial) where, if you are interested in attending, apart from free food and drink we will provide, we'll ask you to talk to our project officer about the experience so we can continue to improve the experience for students and to help other academics at the University to integrate similar virtual mobile learning experiences into their courses.
6. Remind students to be careful on the streets, to cross roads at pedestrian lights and be aware of oncoming traffic.
7. Tell your class that there will be a prize for the first groups to complete the activity with all the correct answers (500 points). Students will need to show their score to you (their tutor) at the end of the game (at Café Nove on Luce) to be eligible.