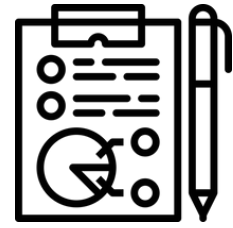


TOUR FRIEND



Phygital Serious
Game

PHYGITAL SERIOUS GAME

INTELLECTUAL OUTPUT 5

OF THE PROJECT

TOUR FR(I)END - FRIENDLY REDESIGN OF
INCLUSIVE EXPERIENCES N' DESTINATIONS FOR
DEAF PEOPLE



The main objective of **05- TOUR FR(I)END Phygital Serious Game** is to motivate young people to strengthen their skills and develop new ones concerning accessible tourism. It will challenge the players to learn main dialogues in the field of tourism in Sign Language by playing. It is a:

- **serious game**, thus one of the most innovative and effective ways of learning
- **phygital game**, a new kind of games that combine physical objects and movements with digital aspects
- **cooperative game**, where players have to cooperate in order to face the challenges of the game

During the game the players shape two teams. The one team takes the role of **Tourists** and the other team takes the role of **Tourfriends**. The two teams have to cooperate in order to succeed the tourist pawn to travel around the city. However there is a big challenge; they can communicate only in sign language!

The more places the Tourist manages to approach successfully with the help of his/her Tourfriend, the more points you all gain together in order to have the best possible victory/city tour!



Material needed to play

In both versions of the game TOUR FR(I)END -tabletop and phygital- the **map** is essential.



You will also need:

- **basic dialogues cards**
- **map cards**
- **places cards**
- **visitors cards**

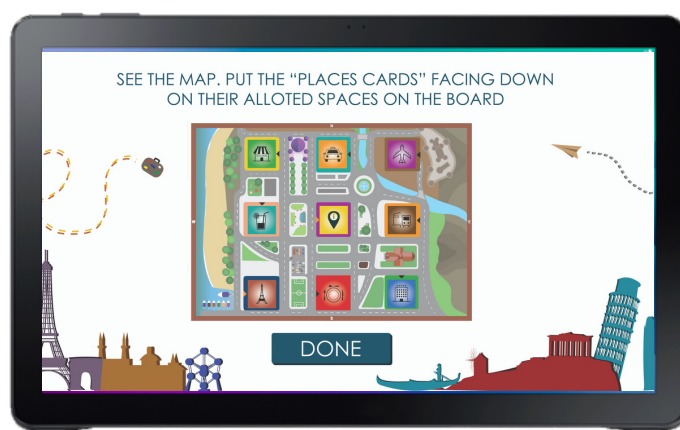


Depending on the "map cards", the final tableau of the game can have several forms:

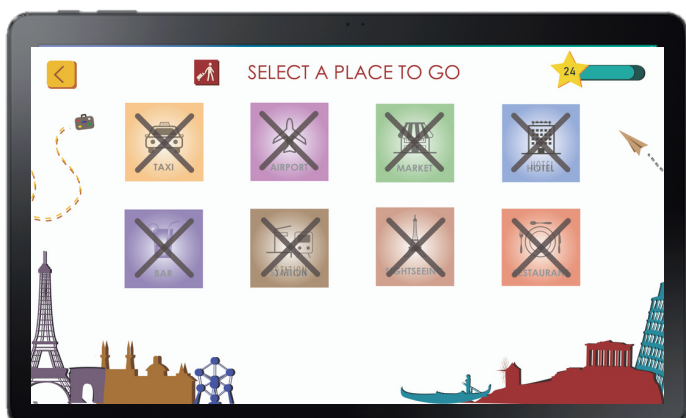


Phyigital version on tablets

All material presented above is essential for the phyigital version of the game available in tablets, except for the "map cards". The application shapes the map automatically every time someone wants to play.



Then, the Tourfriends need to duplicate the map that the application has "chosen" in its tabletop version putting the correct "places cards" -facing down- on the correct spots.



Each place you play, it's deleted. As soon as you have played all places, the application counts your points automatically. The maximum points to achieve are 24, since you get 3 for each place and we have 8 places in total.



Throughout the tablet game there are videos by Sign Language interpreters giving the descriptions of the places along with the directions on how to get there to the players.

The players need to look carefully at those videos and actually imitate the interpreters' movements, in order to take and give information.

The videos are recorded in each of the consortium's languages.

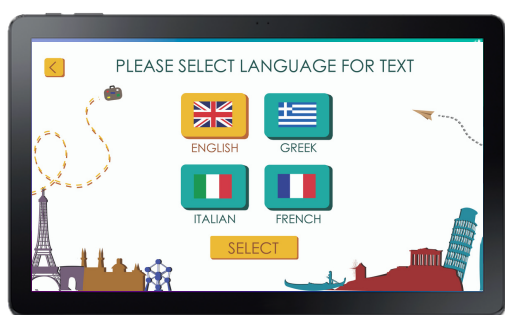


All the material that has been developed for the **TOUR FR(I)END Phygital Serious Game** (rulebook, cards) is available in all consortium languages along with english (french, italian, greek) and in a printable version for everyone to download and use!



TOUR FRIEND

STAY TUNED FOR:



Final versions of the game in all consortium languages

Multiplier Events



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