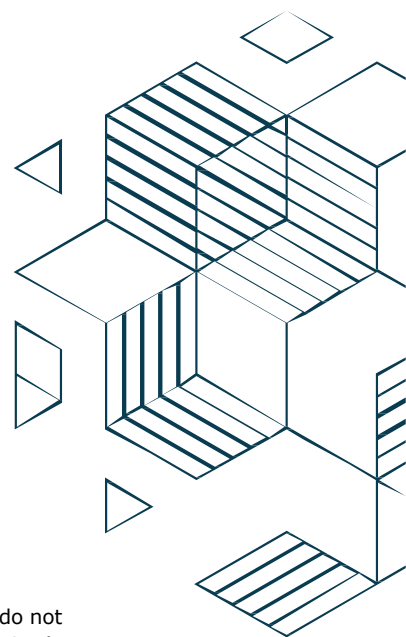




Circular Organic Management

# COM GAME TUTORIAL



Co-funded by  
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**THE COM GAME CAN BE FOUND THROUGH YESSI PROJECT'S WEBSITE, IN THE SECTION GAMEFIED PLATFORM**



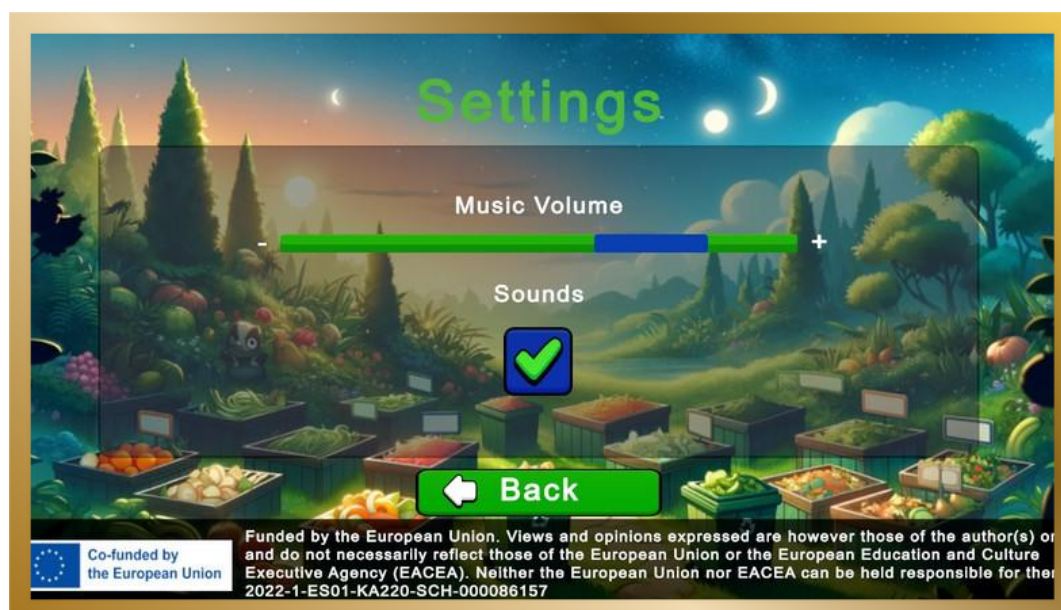
**BEFORE YOU START THE GAME, YOU HAVE THE OPTION TO CHOOSE IN WHICH LANGUAGE YOU WILL PLAY THE GAME.**



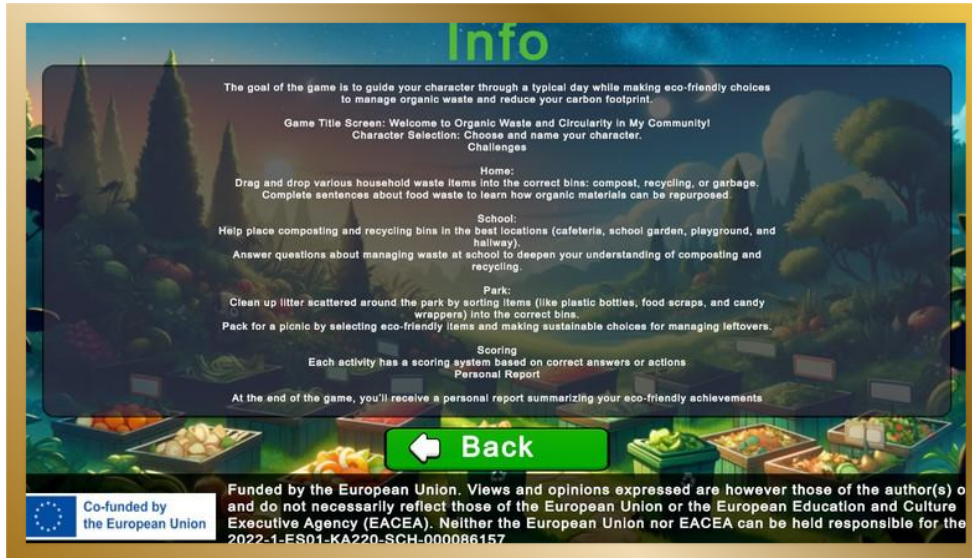
**AVAILABLE OPTIONS ARE: ENGLISH, GREEK, BASQUE, SPANISH, ITALIAN, ROMANIAN, SLOVENIAN, TURKISH**



**AFTER THE SELECTION OF LANGUAGE, IT LEADS YOU BACK TO THE STARTING PAGE OF THE GAME. THROUGH THE SETTINGS, YOU CAN DECIDE THE VOLUME OF THE MUSIC, OR IF THERE WILL BE ANY MUSIC AT ALL.**



**THROUGH THE BUTTON INFO, YOU HAVE SOME GUIDELINES ON THE PLAYING OF THE GAME.**



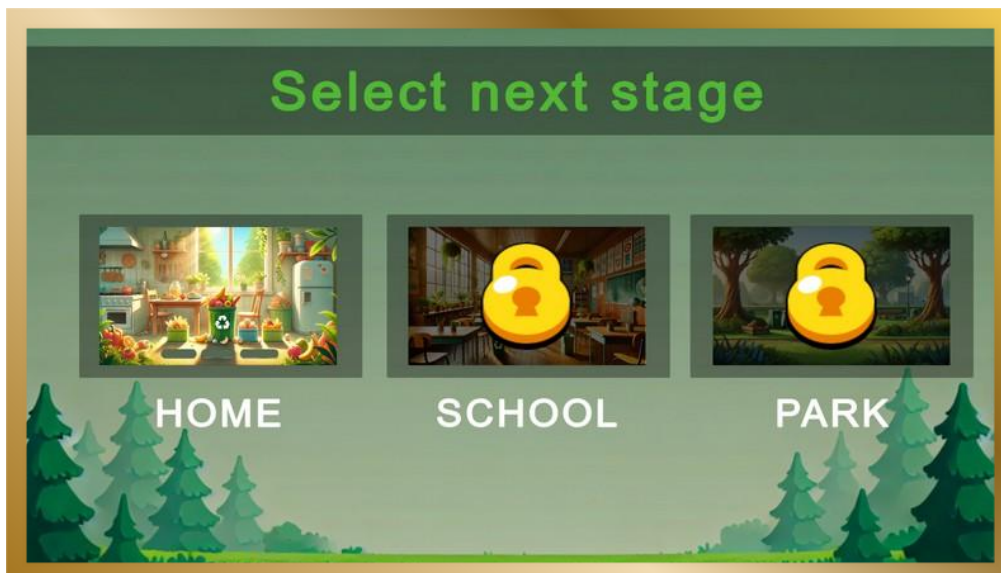
**BEFORE YOU START, YOU CAN CHOOSE YOUR AVATAR.**



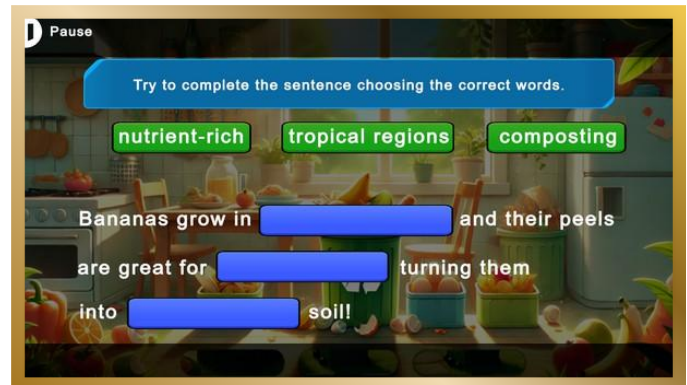
**YOU CAN NAME YOUR AVATAR AS YOU PLEASE.**



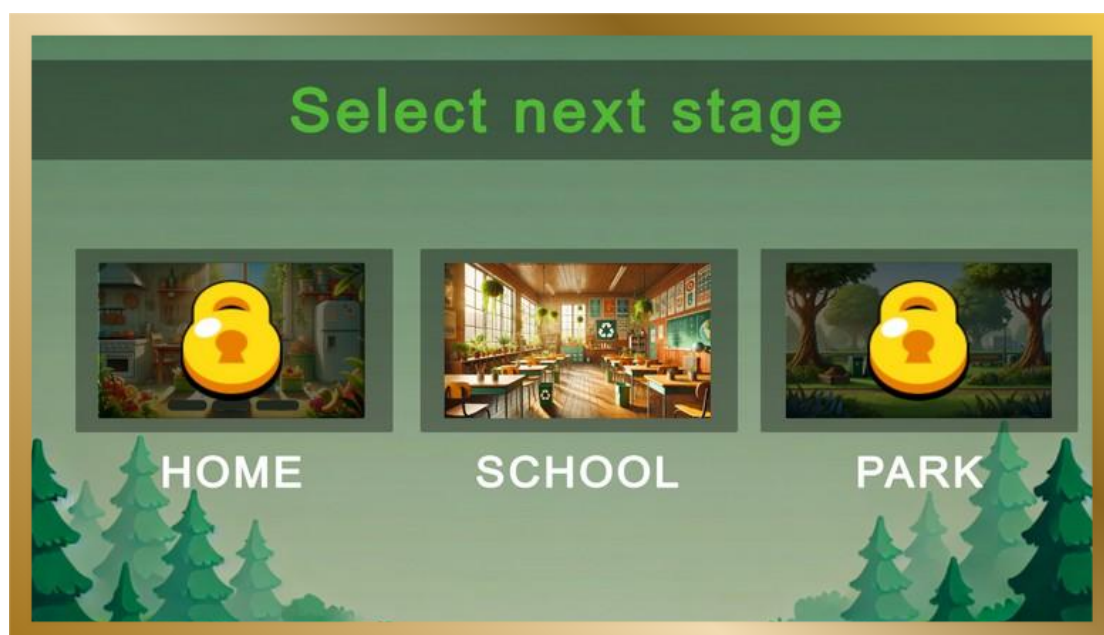
**THREE STAGES ARE FORESEEN IN THIS GAME. THE FIRST STAGE IS HOME. THE OTHER TWO REMAIN LOCKED UNTIL THE COMPLETION OF THE FIRST STAGE.**



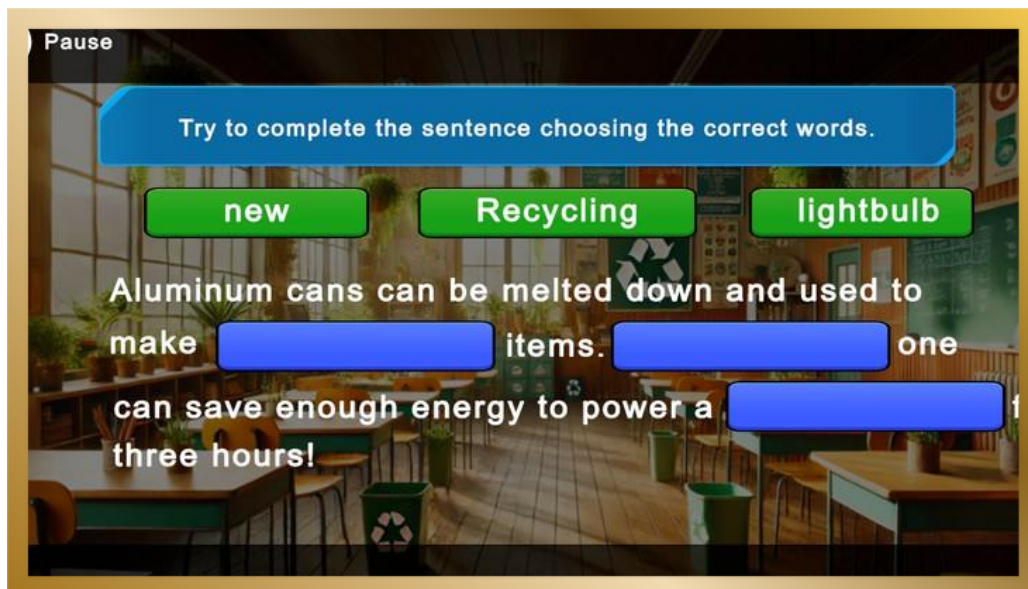
**IN THE FIRST STAGE “HOME” THE GOAL IS TO CHECK YOUR KNOWLEDGE REGARDING WASTE MANAGEMENT. YOU WILL HAVE TO COMPLETE AN ACTIVITY TO IDENTIFY HOW WELL YOU KNOW TO SEPERATE ORGANIC WASTE. THEN YOU WILL BE REQUESTED TO COMPLETE SENTENCES THAT WILL TEACH YOU VALUABLE LESSONS ABOUT ORGANIC WASTE.**



**AFTER THE COMPLETION OF THE FIRST STAGE, THE SECOND GETS UNLOCKED “SCHOOL” WHERE THE AVATAR GOES TO SCHOOL AND LEARNS ABOUT THE BINS THAT WILL BE LOCATED IN SEVERAL AREAS AT SCHOOL TO BATTLE ORGANIC WASTE AN INITIATIVE TAKEN BY THE SCHOOL MANAGEMENT WHERE THE AVATR SHOULD ASSIST.**

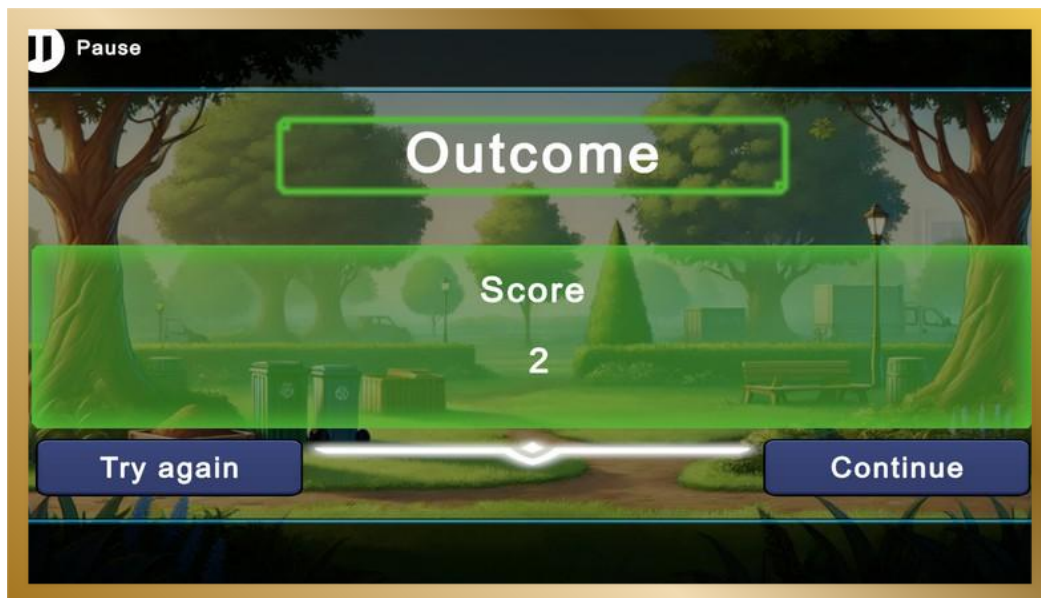


# THE AVATAR PLAYS SEVERAL EDUCATIONAL GAMES, WITH THE ASSISTANCE OF INFOGRAPHICS TO BETTER UNDERSTAND THE CONCEPT OF ORGANIC WASTE MANAGEMENT

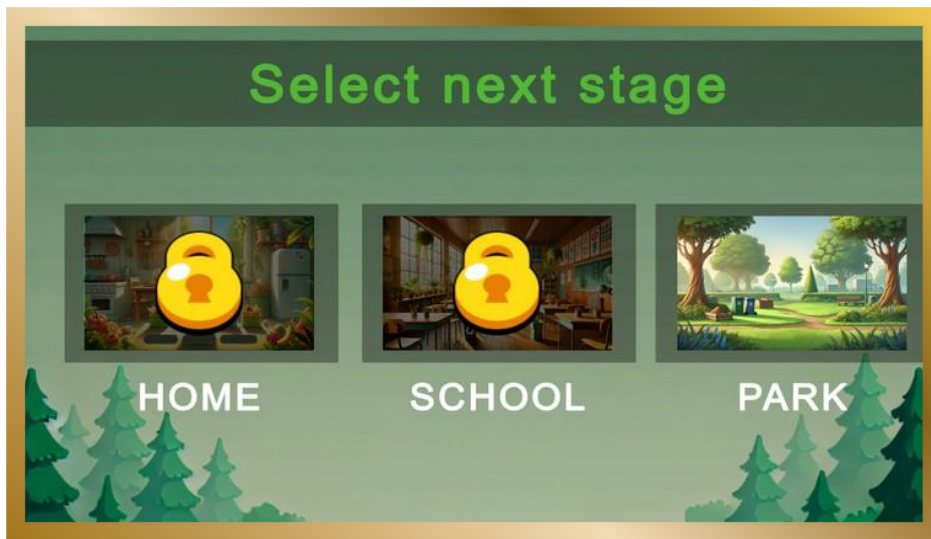




**AFTER THE COMPLETION OF EACH EXERCISE, YOU SEE THE SCORE YOU GAINED AND A RELEVANT MESSAGE ACKNOWLEDGING YOUR PERFORMANCE AND GIVING YOU FEEDBACK.**



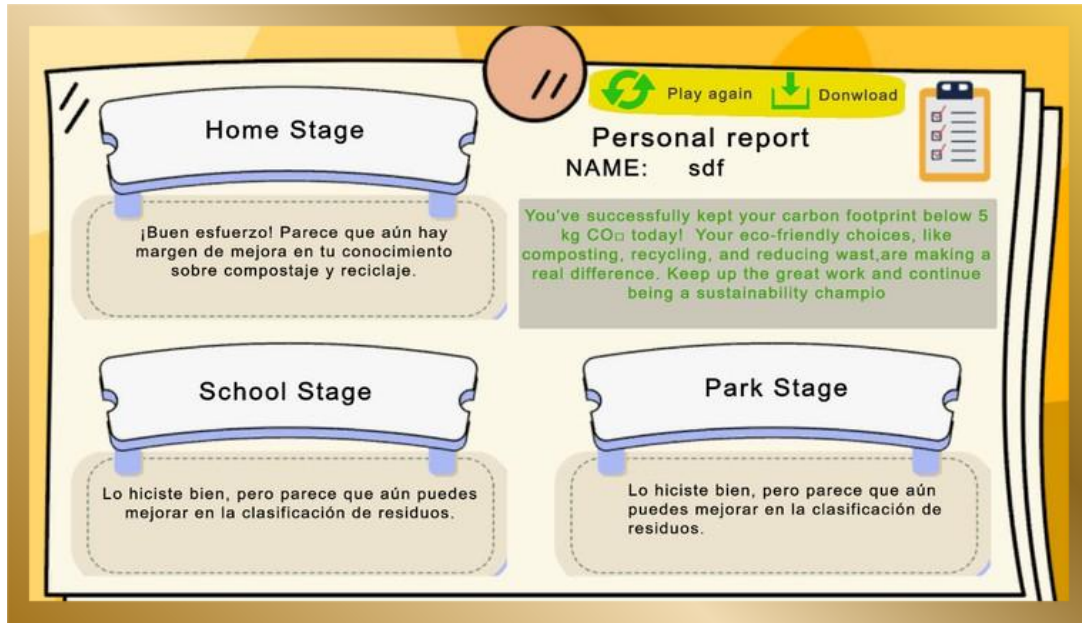
**AFTER THE COMPLETION OF ALL EXERCISES IN STAGE 2, THE 3RD AND FINAL STAGE GETS UNLOCKED.**



**THE AVATAR GOES TO PARK BUT REALISES THAT THE PARK IS FULL OF LITTER AND MUST TAKE SOME ACTIONS TO HELP CLEAN IT.**



**WHEN THE AVATAR COMPLETES ALL CHALLENGES ON THE FINAL STAGES A PERSONALIZED REPORT IS GENERATED THAT HAS KEPT ALL THE IMPORTANT INFORMATION THE USER GAVE REGARDING THE CARBON FOOTPRINT THEY LEFT, THE CHOICES THEY MADE, WHAT ACTIONS SHOULD THEY TAKE TO IMPROVE AND USEFUL INFORMATION.**



enjoy!