

# VISITOR

Guide of the serious game for teachers

Create and visit virtual museums!

(v5 - July 17<sup>th</sup> 2022)

# Technical requirements

## Hardware:

- compatible with all recent computers (PC or Mac)
- not compatible with a tablet
- not compatible with a smartphone

## Compatible browsers:

- Google Chrome
- Mozilla Firefox
- Microsoft Edge
- Safari
- not compatible with Microsoft Internet Explorer (predecessor of Edge)

Note: cookies need to be activated in your browser parameters (usually the case if you have never changed it)

# Create your own museum!



Type of game:

3D immersive and interactive museum

Interactions:

customizable interactions with artefacts and avatars

Type of activities:

discovery of artefacts, lessons (cartel) and quizzes

Progression:

non-chronological steps, non-linear modular activities

# How to start with the game?

Connect on <https://visitor-project.eu/game> on a computer

(not compatible with a tablet or smartphone)

Click on a flag to choose your language



Register

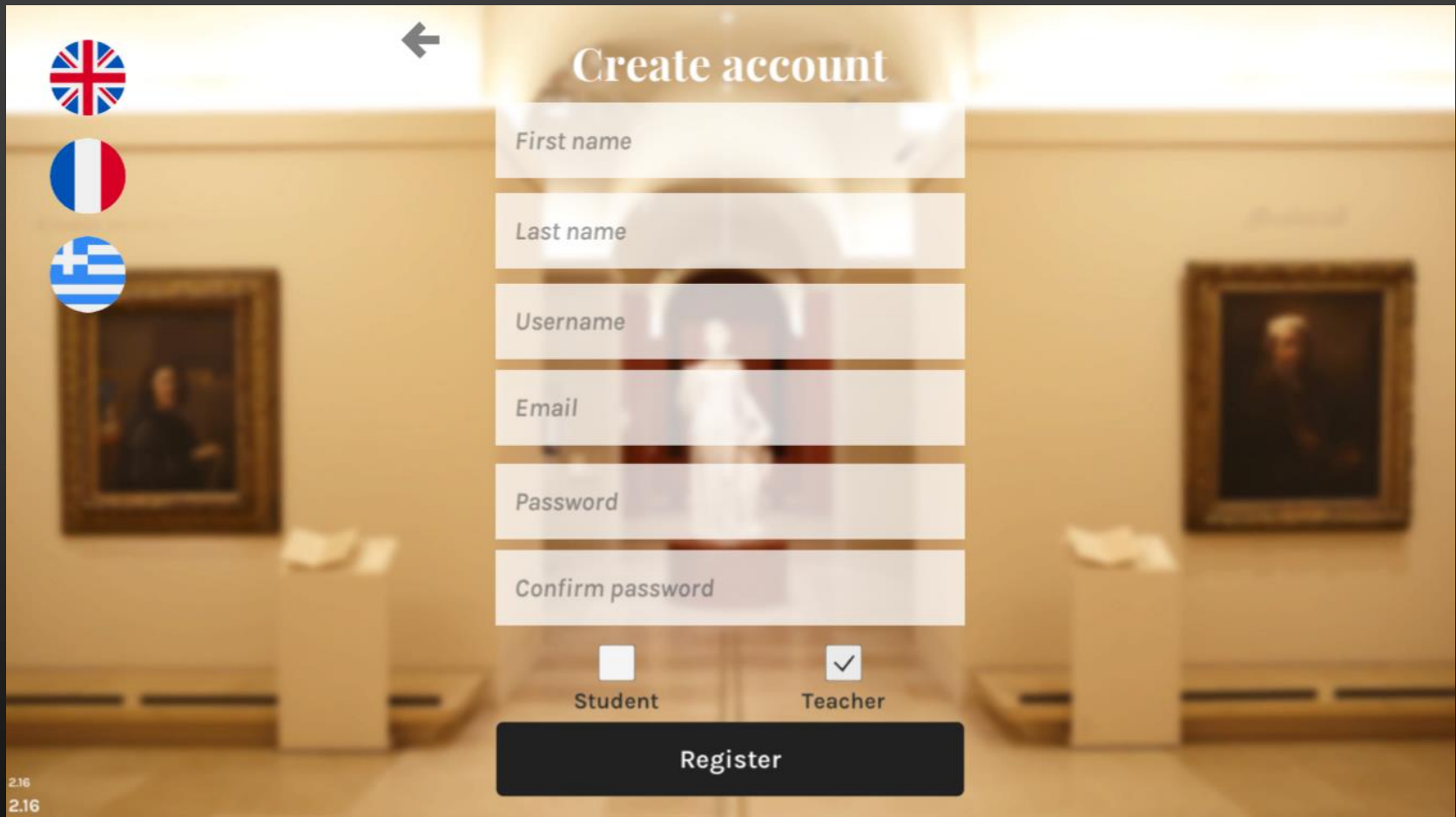
Sign in

2.16  
2.16

Note: cookies need to be activated in your browser parameters (usually the case if you have never changed it)

# Register

Choose carefully: - the class identifier to create your museum and follow the scores of your students  
- your email as it can not be changed



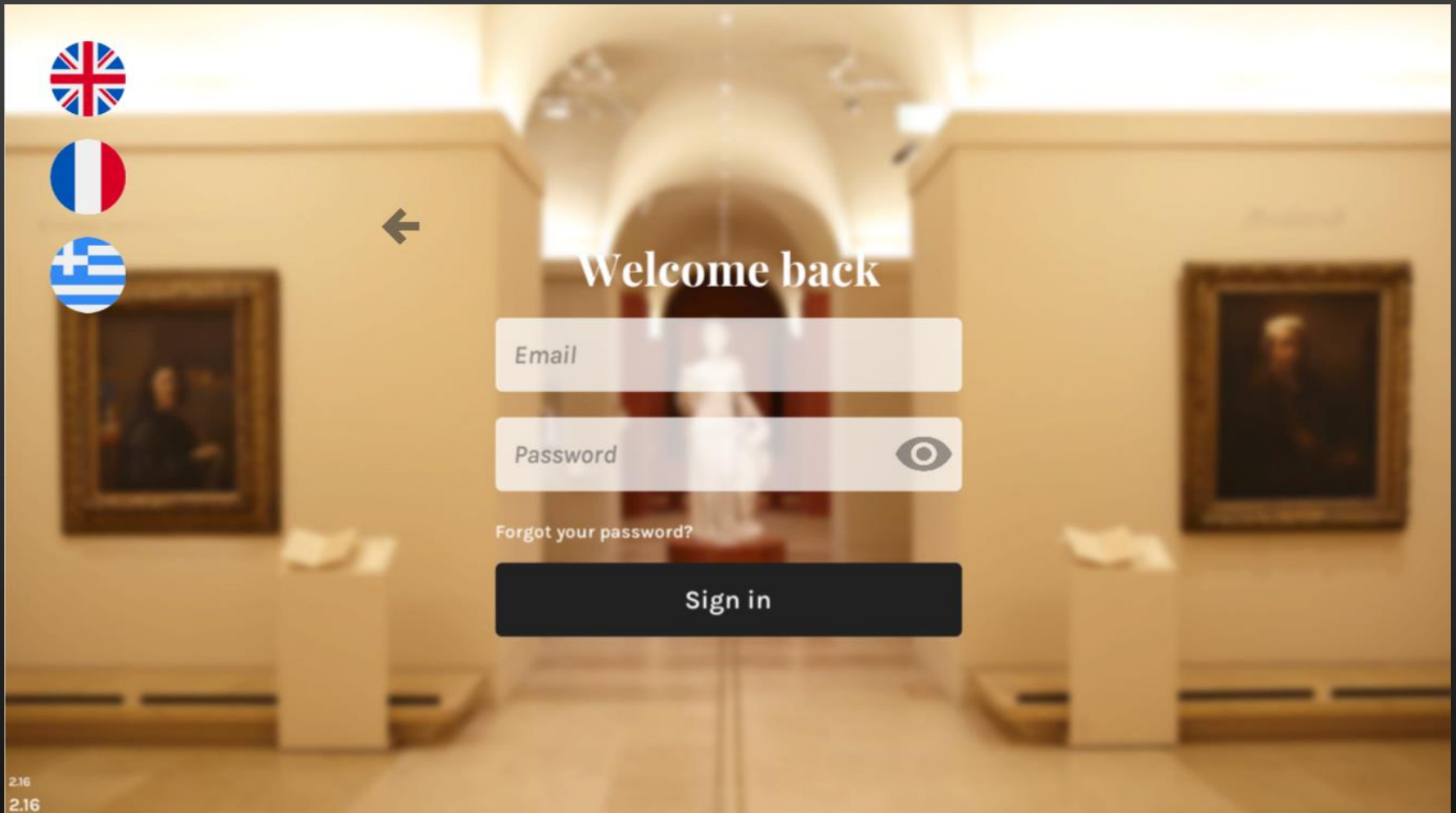
The screenshot shows a 'Create account' registration form overlaid on a blurred background of a museum gallery with paintings and pedestals. On the left side of the form, there are three circular icons representing the flags of the United Kingdom, France, and Greece. The form itself has a title 'Create account' at the top, followed by a back arrow icon. Below the title are six input fields: 'First name', 'Last name', 'Username', 'Email', 'Password', and 'Confirm password'. At the bottom of the form, there are two radio buttons for user selection: 'Student' (with an unchecked box) and 'Teacher' (with a checked box containing a checkmark). A large black 'Register' button is positioned at the very bottom of the form. In the bottom-left corner of the image, the text '2.16' appears twice.

Note: cookies need to be activated in your browser parameters (usually the case if you have never changed it)



# Sign in (connection)

Connection based on email and password



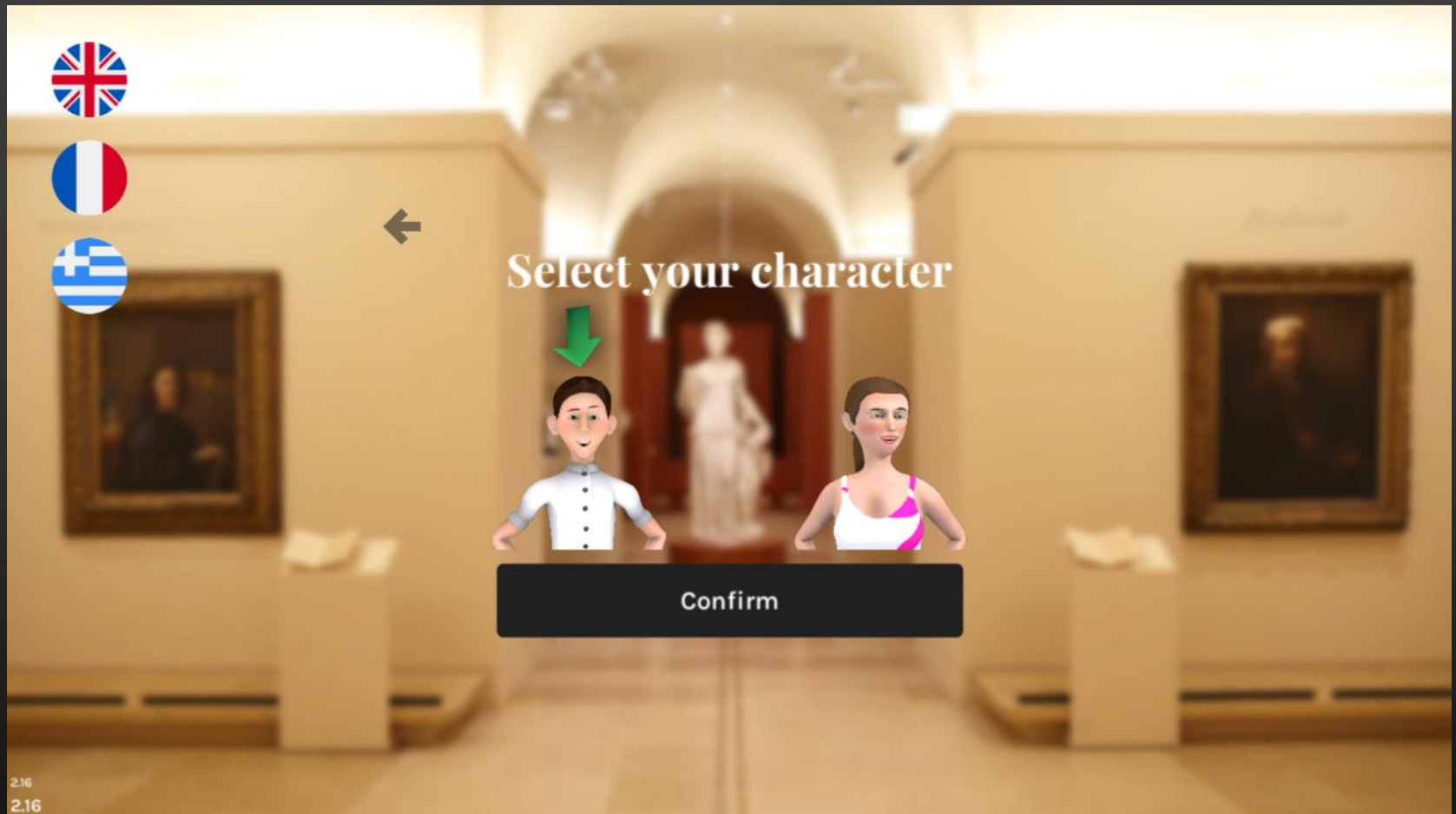
Note: cookies need to be activated in your browser parameters (usually the case if you have never changed it)





# Connection screen

## Select a boy or girl avatar

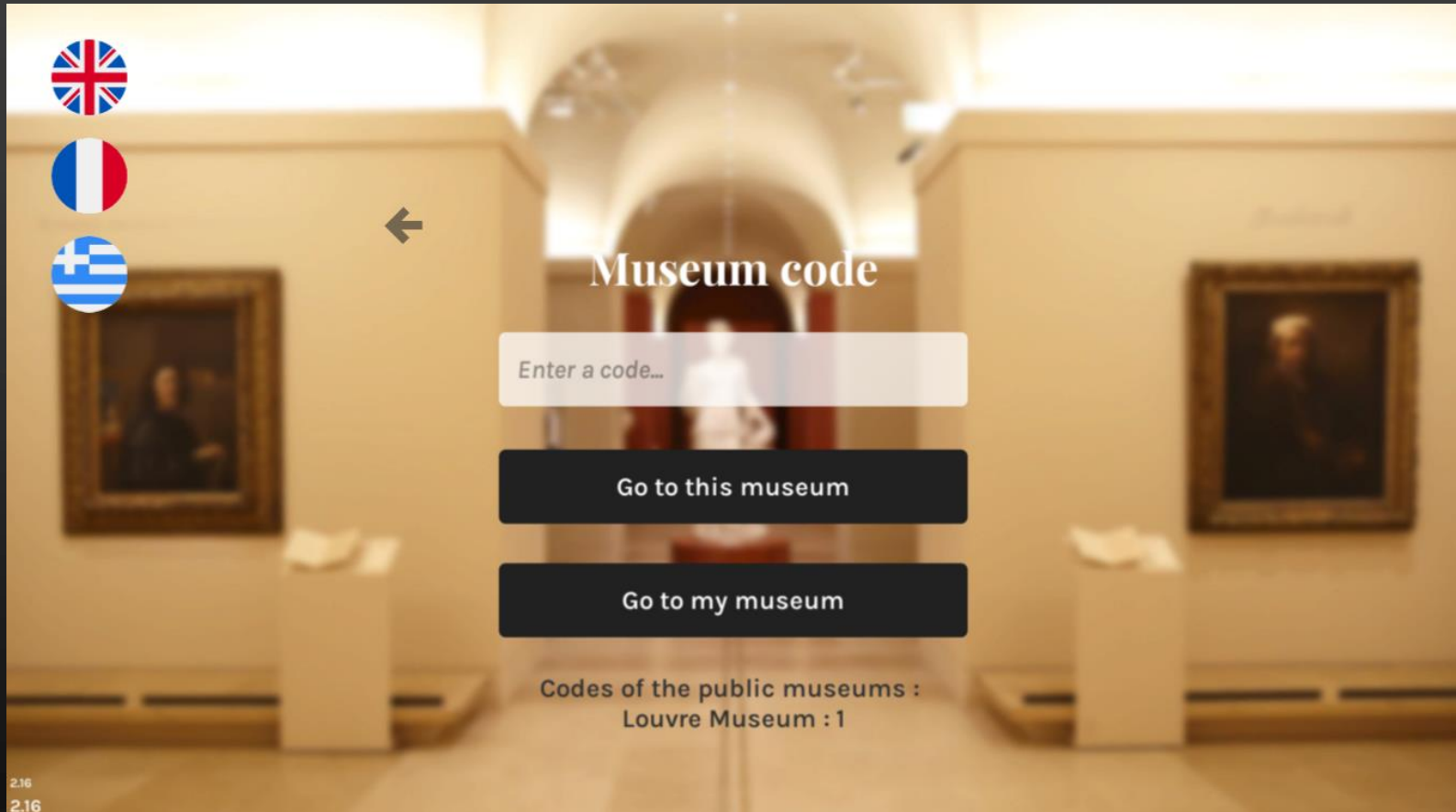




# Connection to a Museum

Different possibilities:

- Enter your own museum (for teachers only)
- Connect to an existing museum by entering its code
- Connect to a public museum



# Student's visit mode

# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

This is your first visit to this museum reconstitution. Since the 22nd century, so as to remember where they come from, humans have gathered the artefacts still in state in a typical museum of the 21st century. This is how you will discover the richness of our civilization.

Your mission, if you accept it: earn a maximum of points by answering the quizzes of these artefacts correctly!

Next



# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

These artefacts are distributed in 7 rooms. You will access each room as you progress through the game.

For each good answer you will earn 1 point!

PS: you will probably meet Robotman, the museum keeper. Listen to him, he can ask you some questions and give you bonus points.

← Previous

Next →





# Introduction/Tutorial



SCORE



MAP

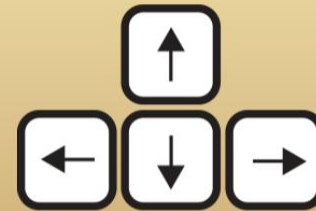


SOUND



VISIT

To move, use the directional keys:



To run, simultaneously press the "ctrl" key.



← Previous

Next →

# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

The arrows show you the quizzes you have to answer.



Click on the correct answer among those offered. Click on your score to see your badges.



← Previous

Next →

# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

You will be rewarded with badges based on your correct response rate per room



50% correct answers



75% correct answers



100% correct answers

← Previous

Next →



# Student's visit mode

## Visit Tour

# Visit tour Room 1



SCORE



MAP



SOUND



VISIT



# Visit tour

## Room 2



SCORE



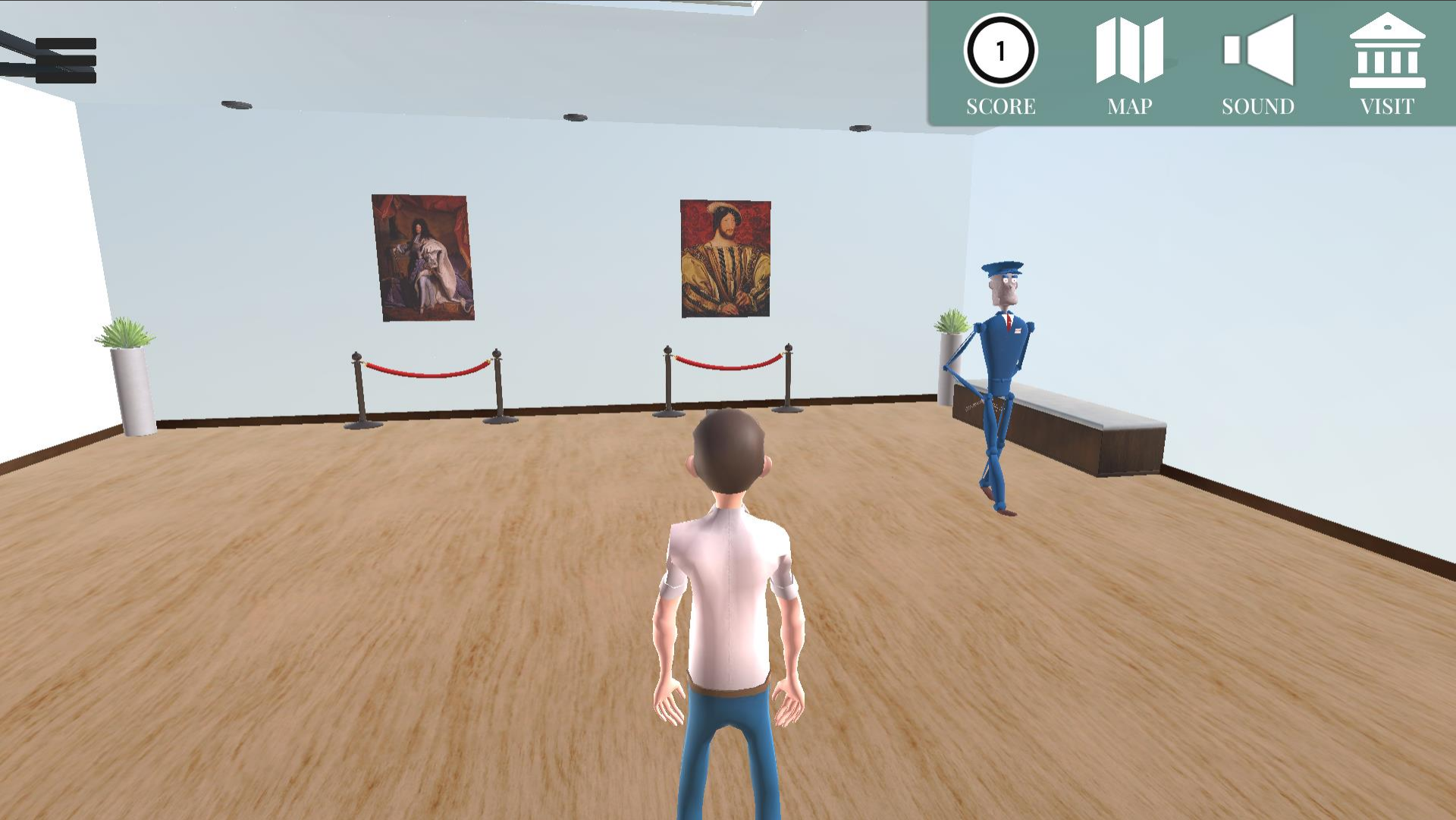
MAP



SOUND



VISIT





# Visit tour

## Room 3



SCORE



MAP



SOUND



VISIT



# Visit tour

## Display of the room numbers and names



SCORE



MAP



SOUND



VISIT

6  
Busts Room

3  
Ancient Egypt



# Museum Keepers and Visitors

They can give information to the players and ask them questions (customizable)



Hey !

Do you like the museum ?  
I have something to tell you about it.

Do you know that the Louvre Museum, is the world's second-largest art museum and a historic monument in Paris (France) ? And is best known for being the home of the Mona Lisa. Did you see that painting in the portraits room ?

The museum opened on 10 August 1793 with an exhibition of 537 paintings, the majority of the works being royal and confiscated church property.

Now, approximately 38,000 objects from prehistory to the 21st century are exhibited over an area of 72,735 square meters (782,910 square feet).

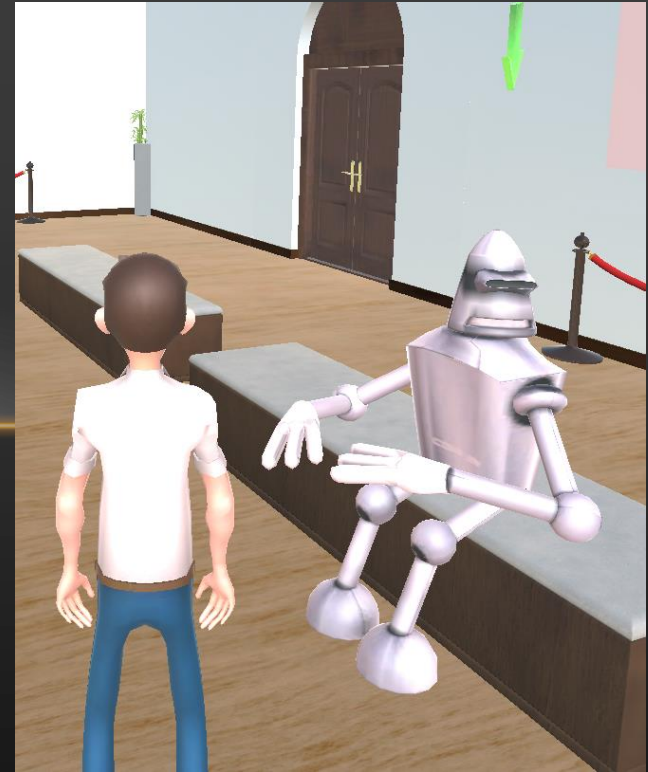
[Go to quiz](#)





# Museum Keepers and Visitors

They can give information to the players and ask them questions (customizable)





# Controlled progression



SCORE



MAP



SOUND



VISIT

5

*Historical Paintings*

Sorry, this room is not yet open !  
Each room opens after you have answered all questions  
of the previous room.



# Student's visit mode

## Menus

# Left menu



TUTORIAL

PROFILE

LEADERBOARD

Sign out



SCORE



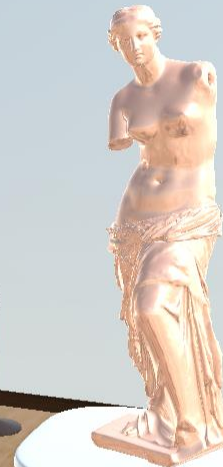
MAP



SOUND



VISIT



# Score per room and badges

(click the cross or on VISIT to close this panel)



SCORE



MAP



SOUND



VISIT

## Summary of your score by room



1

3 / 4



2

0 / 1



3

3 / 4



4

0 / 1



5

0 / 0



6

0 / 0



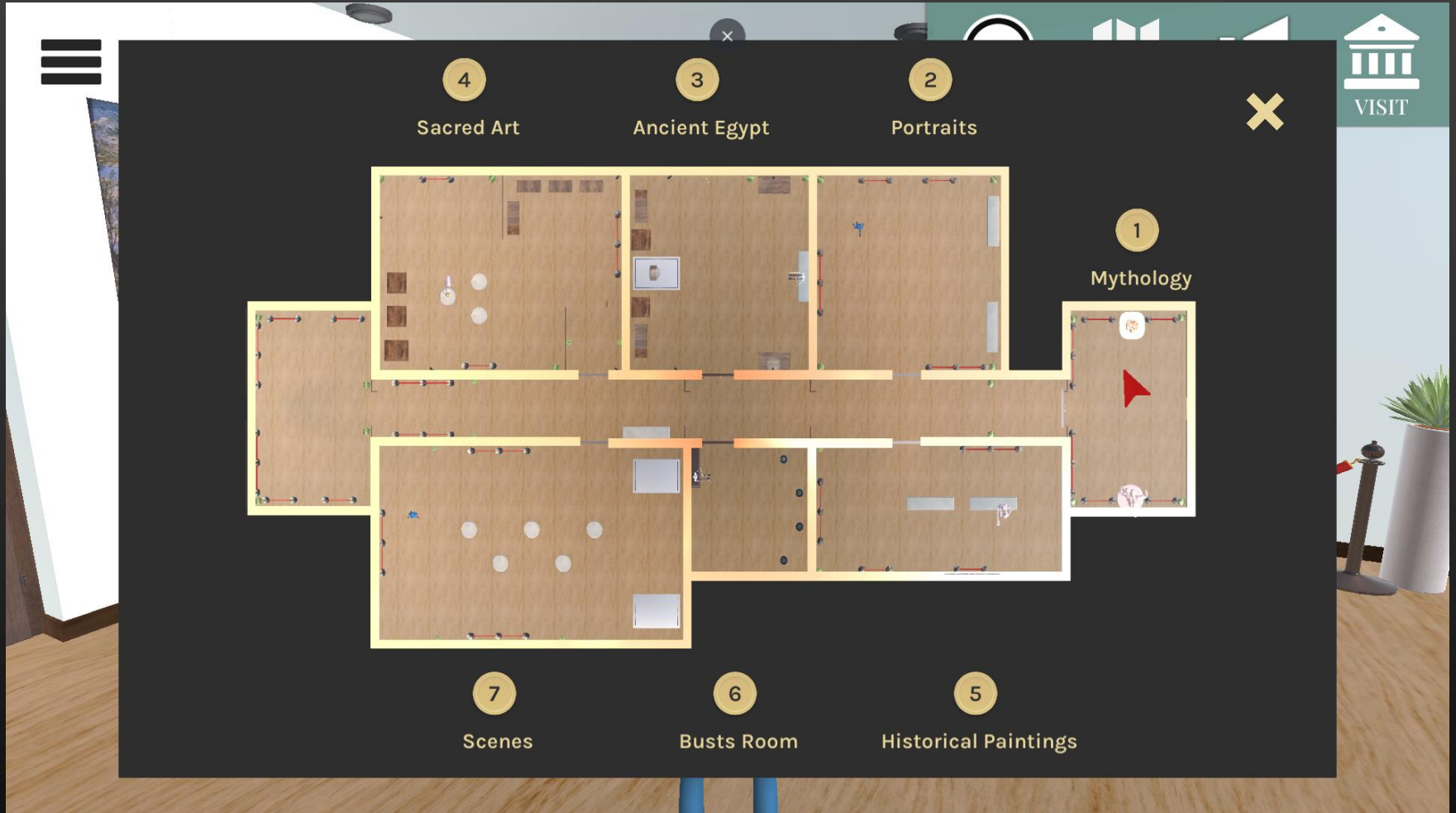
7

0 / 1



# Map of the museum

The red arrow indicates where the player is in the museum  
(click the cross or on VISIT to close this panel)





# Profile

Players can change their profile except for their email which serves as identifier



SCORE



MAP



SOUND



VISIT

## Profile

First name

Last name

Username

Email

Password

Save



# Student's visit mode

## The educational part



# Example of lessons



SCORE



MAP



SOUND



VISIT

## Venus De Milo

150-130 B. C.

The Venus of Milo is a marble statue probably representing the goddess Aphrodite, found without her arms on the Greek island of Milos in April 1820. It is an original work of the Hellenistic period, created around 150 - 130 B. C.

Its exhibition at the Louvre Museum in 1821 caused a sensation: it was the first statue from Greece in the collections, and the first to be shown incomplete. His fame is due to the great beauty of his half-nude body, but also to the controversy about his identity and the position of his arms.

Among the many proposals to restore his attitude, archaeologists favour two, the one in which Aphrodite holds the apple of the judgment of Paris or the one in which he



# Example of lessons



SCORE



MAP



SOUND



VISIT

## Apollo and Daphne

1615 - 1620

Francesco Albani

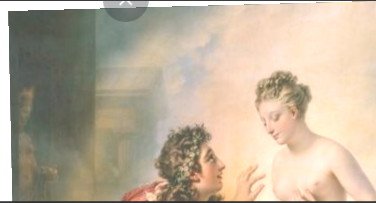
This romantic pursuit scene is taken from the *Metamorphoses* of Ovid, a Latin poet of the 1st century who inspired many mythological representations of Western art: Daphne on the left flees Apollo's love. In the sky Love shot two arrows, one giving birth to passion, the other causing rejection.

The artist chose the moment before the most often depicted moment when Apollo caught up with his conquest. The elongated format of the painting, the alternation of the suspended steps of the two runners as well as the flight of the drapes that the colours oppose suggest the animated run.

There is only the presence of the laurel on the left that evokes the outcome of the story: Daphne to escape her assailant will be transformed into the tree that has her



# Example of lessons



SCORE



MAP



SOUND



VISIT

## Pygmalion and Galatea

1819

Anne-Louis Girodet

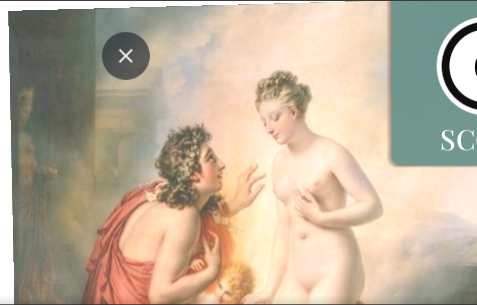
Pygmalion in love with his statue, also known as Pygmalion and Galatea, is a painting by Anne-Louis Girodet, taking up the myth of Pygmalion and Galatea described by Ovid in his Metamorphoses.

Because of its mythological subject, the work belongs to the noble genre while at the same time being part of the artistic trend of neoclassicism, with the search for ideal beauty, the cult of antiquity and the work of curves. The rendering of the exaltation of feelings with the character of Pygmalion It also classed it as a precursor of the Romantic movement.

Quiz



# Example of quizzes



SCORE



MAP



SOUND



VISIT

From what work is this painting inspired?

- ☐ The Metamorphoses of Ovid
- ☐ The Pharsalia of Lucan
- ☐ The Odes of Horace



# Example of quizzes

## Optional explanation



SCORE



MAP



SOUND



VISIT

Wrong answer!

No, it was Leonardo da Vinci



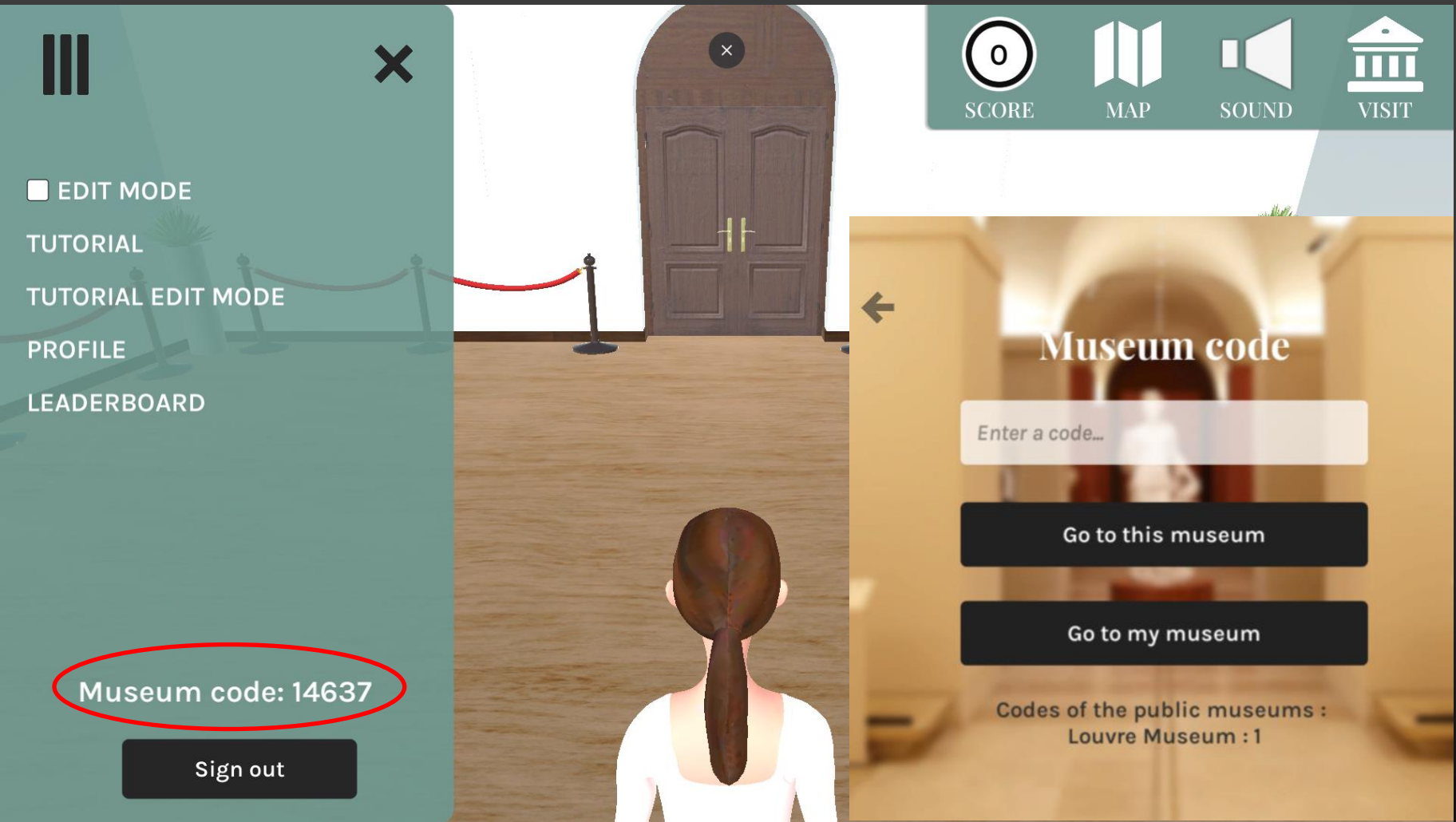


# Teacher's edition mode

Menus

# Left menu

A private museum code is generated automatically for each teacher account.  
You can give that code to your students so that they can enter your private museum





# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT

Welcome to the editing mode tutorial! Here you will find all the information you need to create your own museum!

First of all, activate the editing mode by checking the option in the side menu.

In this same menu you will find the code for your museum. This is the code that you will give to the players so that they can visit it.

Next



# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT

The locations where an artefact can be placed can be recognized by the green arrow above it.

Two types of works can be placed in your museum:

- . 2D works (on the walls)
- . 3D works (on the other slots).

To place one artefact, you just have to walk with your avatar near a location. The list of available artefacts will automatically appear according to the location you are on.



Artefacts List	
Mona Lisa	
Guernica	
The Raft of the Medusa	
Nuit étoilée	
Van Gogh	
Tournesol	
Création d'Adam	
Kanagawa	
Apollo and Daphne	
Eugene Delacroix	

In grey : artefact already in the museum

← Previous

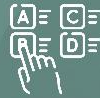
Next →



# Tutorial Edit Mode



CARTEL



QUIZ



REMOVE



SCORE



MAP



SOUND



VISIT

Click on the icon to open the map and select the new location of the artefact.

The screenshot shows a dark-themed form for editing an artefact. At the top left is a back arrow icon. At the top right is a header bar with four icons: a circle with the number 4, a map icon, a speaker icon, and a museum building icon. Below these icons are the labels SCORE, MAP, SOUND, and VISIT. The form contains three input fields: 'Artefact name' with the placeholder 'Enter the artefact name...', 'Artist' with the placeholder 'Enter the artist name...', and 'Creation date' with the placeholder 'Enter the artefact creation date...'. Below these is a large text area for 'Artefact description' with the placeholder 'Enter the artefact description...'. At the bottom right of the form is a yellow 'Save' button.

← Previous

Next →



# Tutorial Edit Mode



CARTEL



QUIZ



REMOVE



SCORE



MAP



SOUND



VISIT

You can: add questions, delete them, edit them

Quiz edition



Enter a question...

EDIT



Add question

← Previous

Next →

# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT

Quiz edition

Enter a question...

Enter an answer...

Enter an explanation...

Enter an answer...

Enter an explanation...

Add answer

Delete or add a proposal

Select the correct answer(s)

← Previous

Next →

# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT



You can change the name of the rooms by clicking on the map icon



← Previous

Next →



# Tutorial Edit Mode



SCORE



MAP

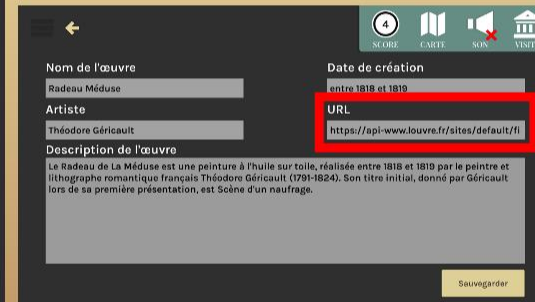
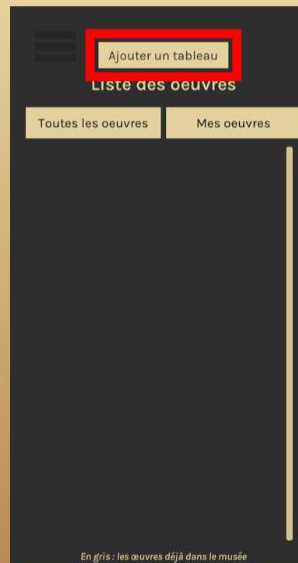


SOUND



VISIT

You can integrate 2D images of artefacts of your choice.  
To do so, you just have to click on 'Add a painting' in the 'My works' tab and use a valid Internet address (URL).



← Previous

Next →

# Tutorial Edit Mode



SCORE



MAP

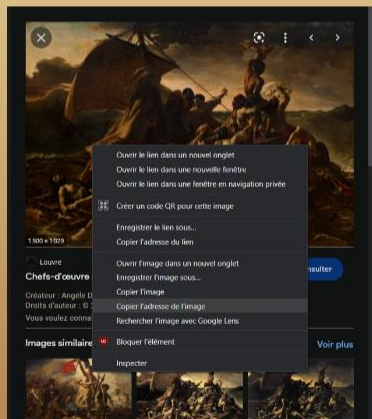


SOUND



VISIT

You can copy the Internet address (URL) of an image by right-clicking on it.  
**WARNING !** Use only royalty-free images.

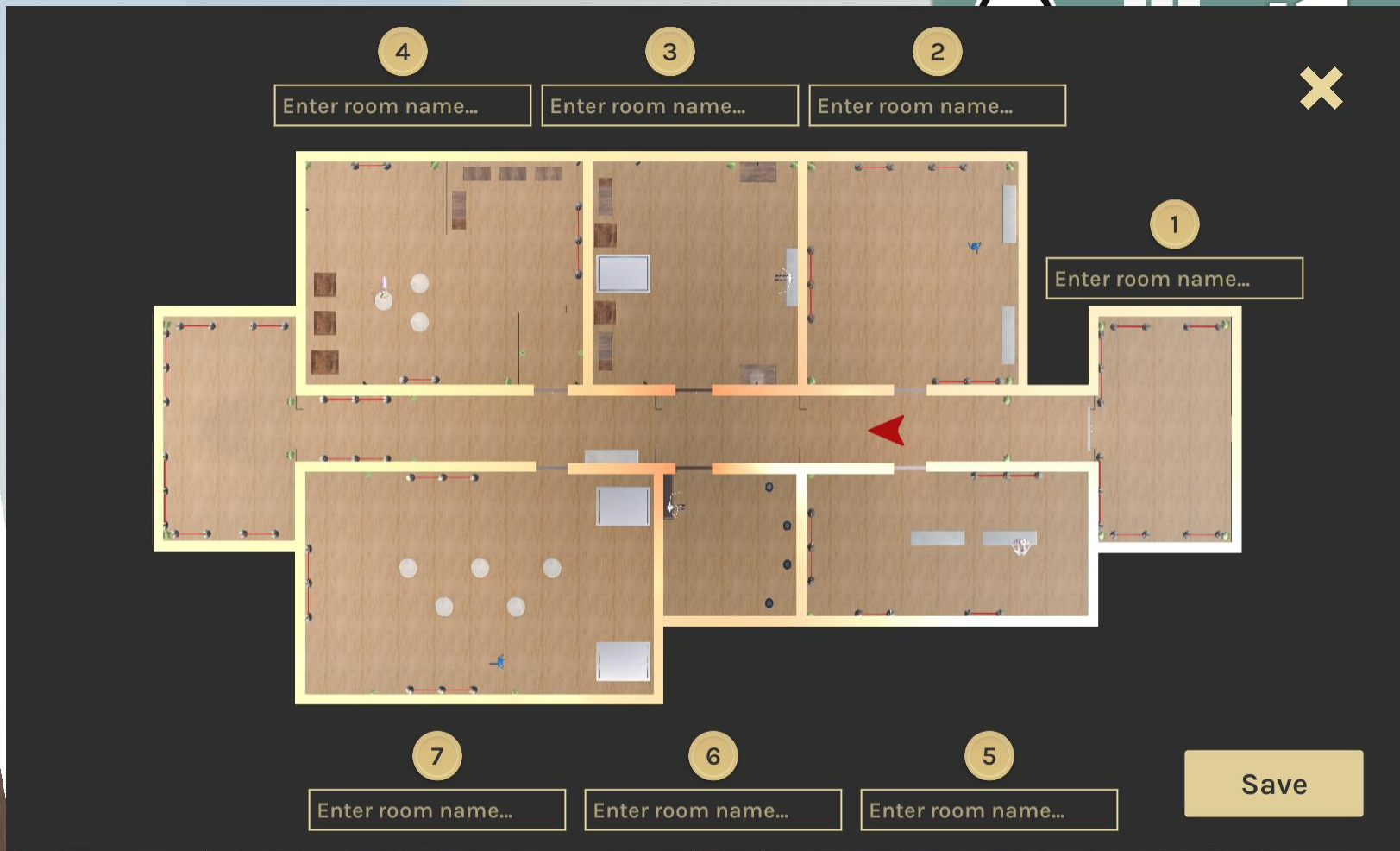


← Previous

Next →

# Map of your museum

## Room names are customizable



# Teacher's edition mode

Edition



# Edition Mode

Activate the edit mode in the left menu and walk to a location with a green arrow



SCORE



MAP



SOUND



VISIT

☒ EDIT MODE

TUTORIAL

TUTORIAL EDIT MODE

PROFILE

LEADERBOARD

Museum code: 14738

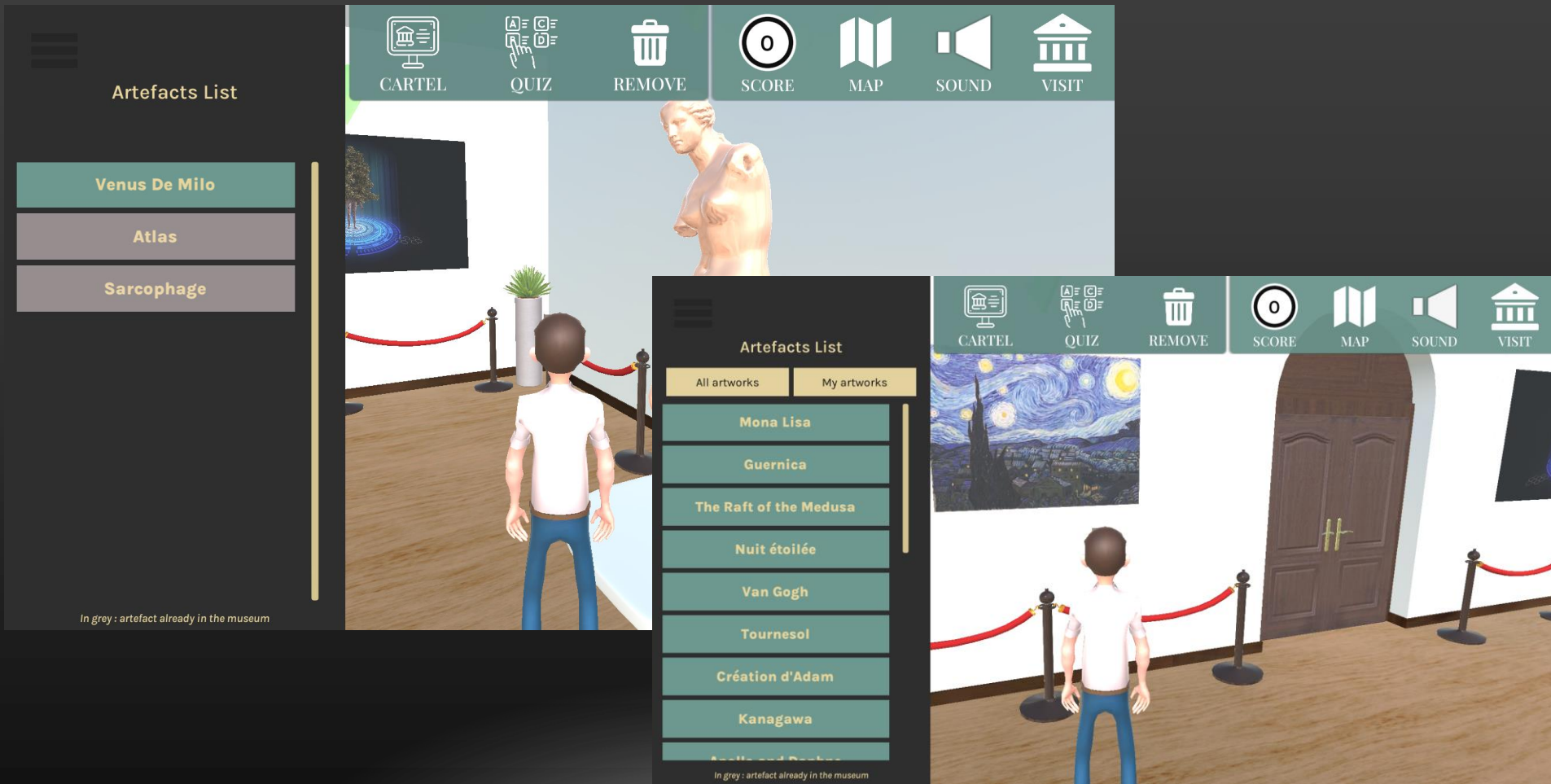
Sign out






# Select an artefact

Select an artefact from the artefact library then click on "VISIT" to exit  
(2D artefacts can be placed on walls / 3D artefacts only on floor supports)



# Create or modify a cartel




## Artefacts List


Venus De Milo


Atlas


Sarcophagne


In grey : artefact already in the museum


**CARTEL**


**QUIZ**


**REMOVE**


**SCORE**

**MAP**

**SOUND**

**VISIT**





### Artefact name

Venus De Milo

### Artist

Enter the artist name...

### Creation date

150-130 B. C.

### Artefact description

The Venus of Milo is a marble statue probably representing the goddess Aphrodite, found without her arms on the Greek island of Milos in April 1820. It is an original work of the Hellenistic period, created around 150 - 130 B. C.

Its exhibition at the Louvre Museum in 1821 caused a sensation: it was the first statue from Greece in the collections, and the first to be shown incomplete. His fame is due to the great beauty of his half-nude body, but also to the controversy about his identity and the position of his arms. Among the many proposals to restore his attitude, archaeologists favour two, the one in which Aphrodite holds the apple of the judgment of Paris or the one in which he looks at himself in the shield

Save



# Create or modify a quiz



## Artefacts List

Venus De Milo

Atlas

Sarcophage

In grey : artefact already in the museum



CARTEL



QUIZ



REMOVE



SCORE



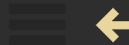
MAP



SOUND



VISIT



## Quiz edition



SCORE



MAP



SOUND



VISIT



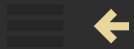
When was the Venus de Milo created?

EDIT →

Add question



# Create or modify a quiz



Quiz edition



SCORE



MAP



SOUND



VISIT

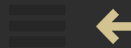


When was the Venus de Milo created?

EDIT



Add question



Quiz edition



SCORE



MAP



SOUND



VISIT

When was the Venus de Milo created?



Around 130 - 100 B.C.

False



Around 150 - 130 A.D.

False



Around 150 - 130 B.C.

True!



Save

# Add your own 2D artefacts

(by using the internet address (URL) of a royalty-free image)

☰

Add an image

Artefacts List

All artworks

My images

Spirited Away

The birth of Venus

In grey : artefact already in the museum

CARTEL

QUIZ


REMOVE


SCORE

MAP

SOUND

VISIT





☰

←

Artefact name

The Birth of Venus

Artist

Botticelli

Artefact description

The Birth of Venus (Italian: Nascita di Venere) is a painting by the Italian artist Sandro Botticelli, probably executed in the mid 1480s. It depicts the goddess Venus arriving at the shore after her birth, when she had emerged from the sea fully-grown (called Venus Anadyomene and often depicted in art). The painting is in the Uffizi Gallery in Florence, Italy.

Although the two are not a pair, the painting is inevitably discussed with Botticelli's other very large mythological painting, the Primavera, also in the Uffizi. They are among the most famous paintings in the world, and icons of the Italian Renaissance; of the two, the Birth is better known than the

Creation date

1480

URL

<https://www.kazoart.com/blog/en/canva>

SCORE

MAP

SOUND

VISIT

Save



# Teacher's edition mode

## Rewarding system

# Rewarding system

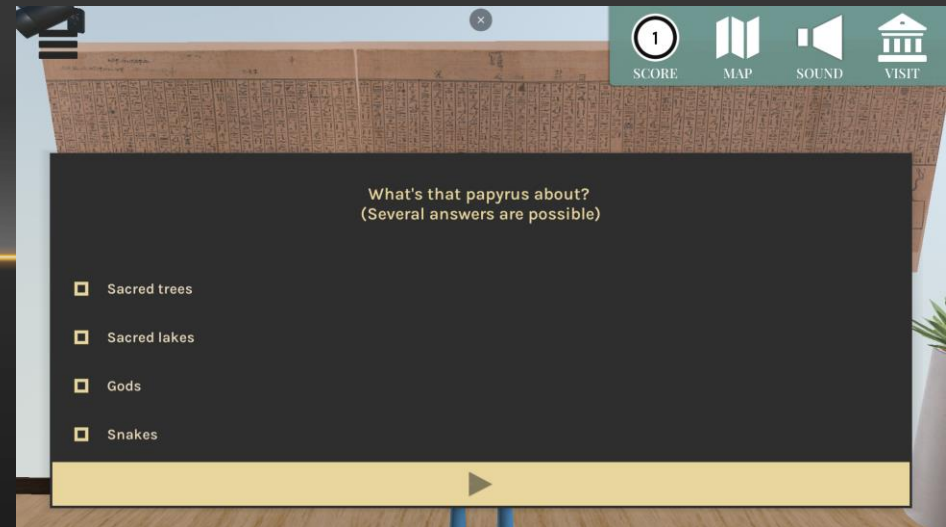
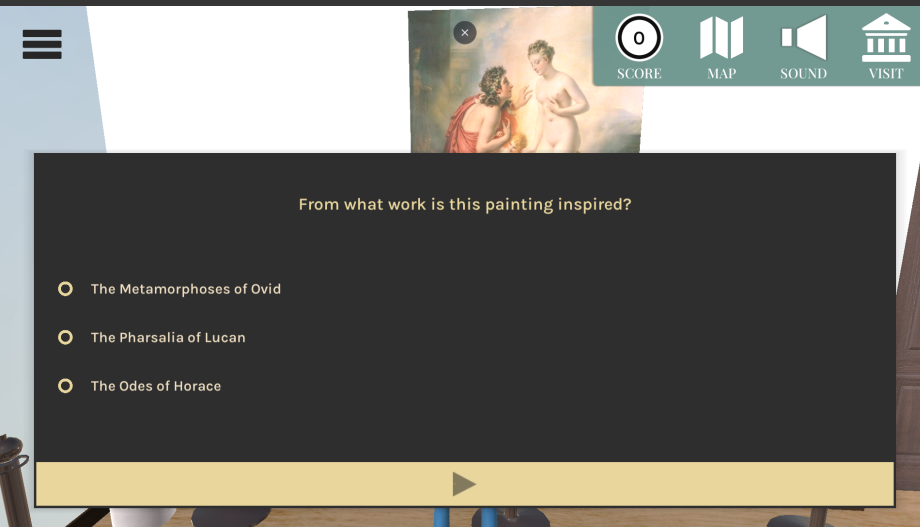
1. Points
2. Badge
3. Final reward
4. Ranking (leaderboard) against other players

# Rewarding system:

## 1. Two types of question:

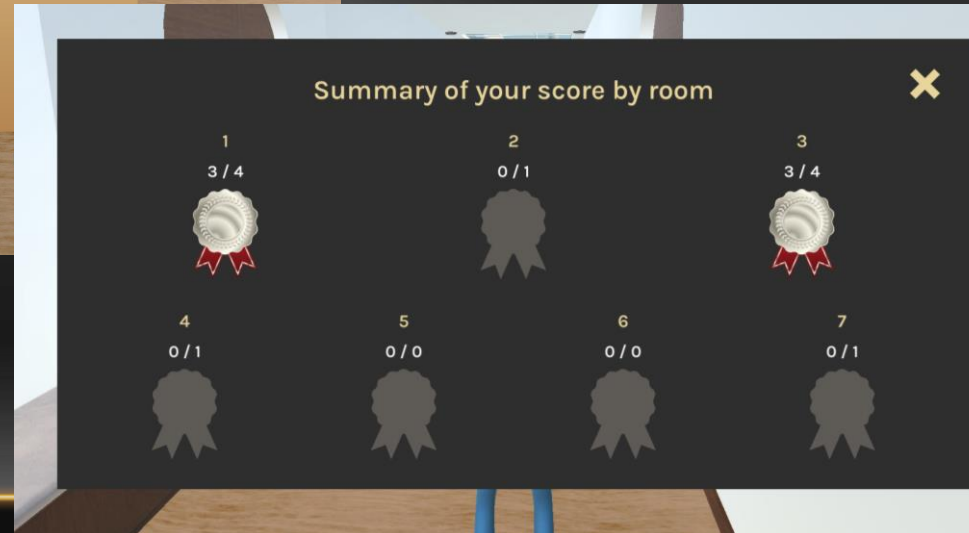
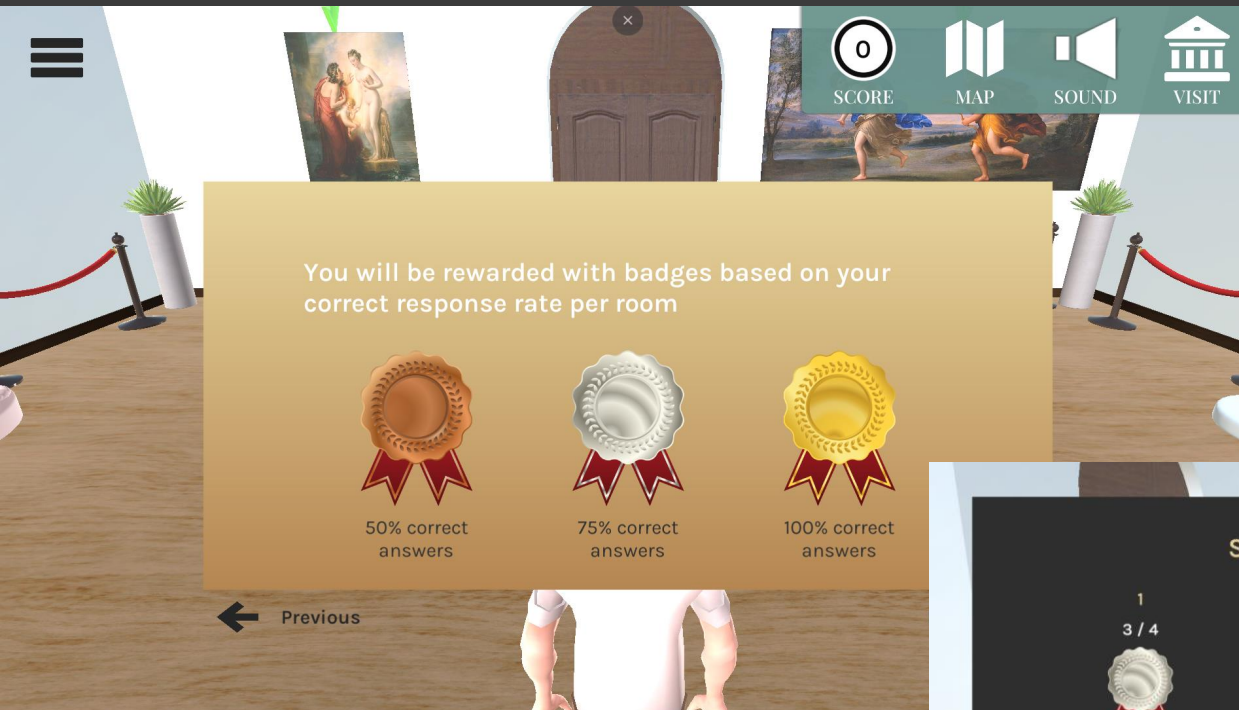
Single choice questions (round ticking box): 1 point per question

Multiple choice questions (square ticking box): 1 point per correct answer



# Rewarding system:

2. For each room: bronze, silver or golden badge depending on player results



# Rewarding system:

## 3. Final reward (appointment with the museum director)



SCORE



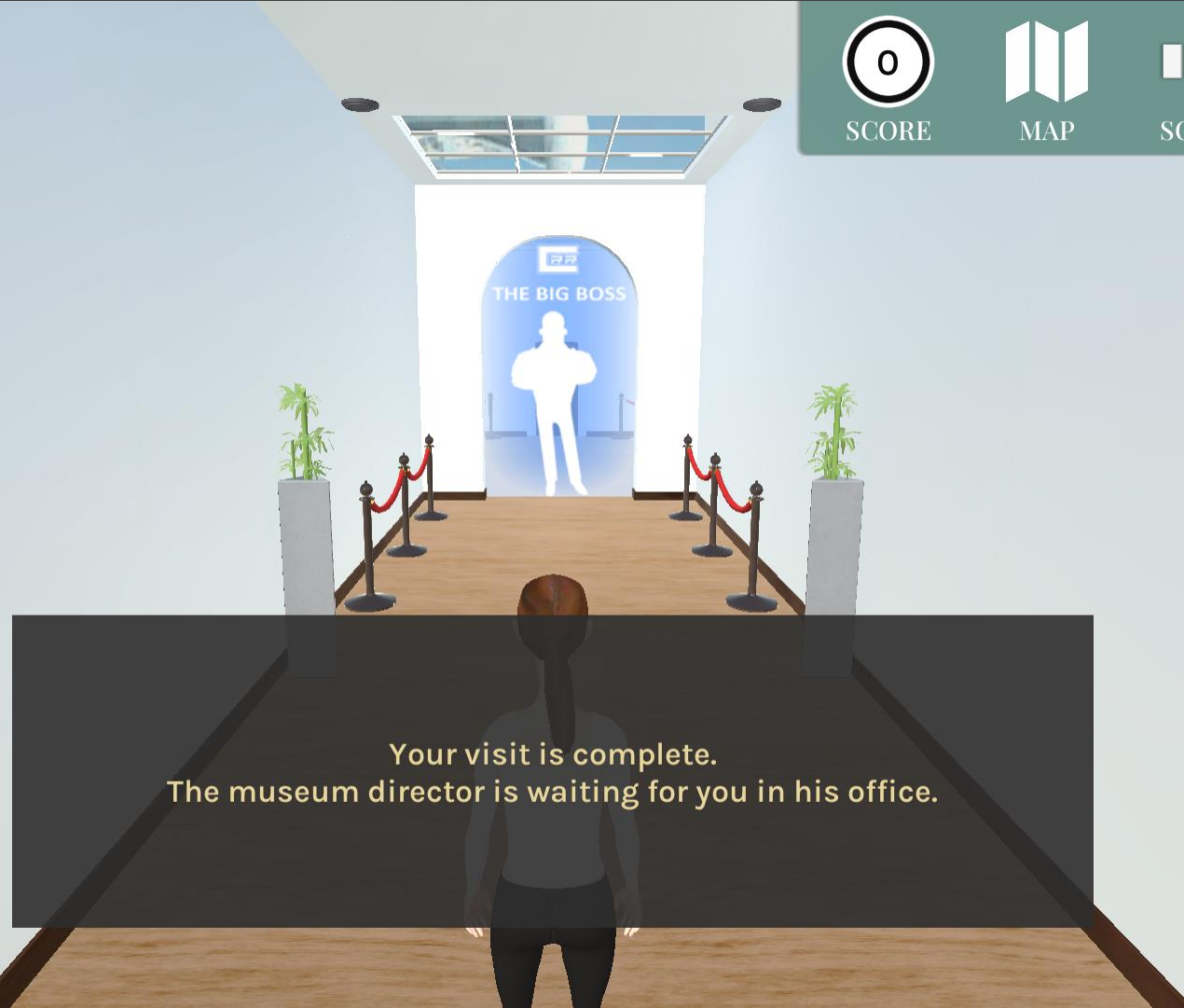
MAP



SOUND



VISIT



Your visit is complete.  
The museum director is waiting for you in his office.





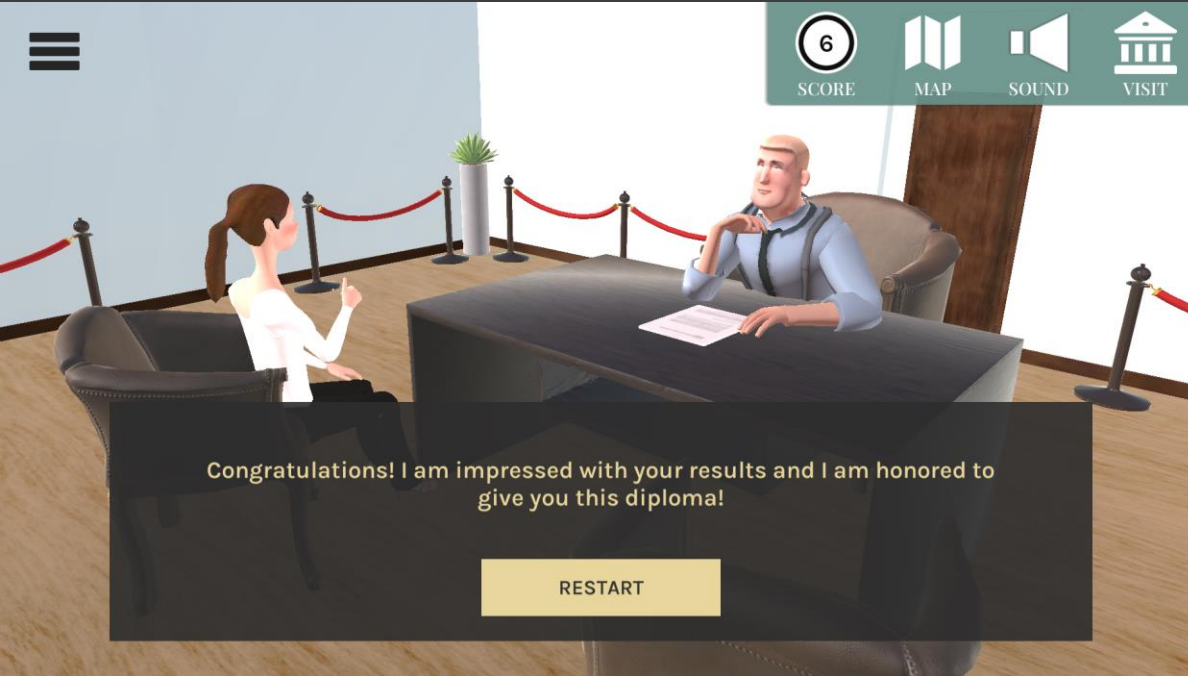
## Rewarding system:

### 3. Final reward (appointment with the museum director)



## Rewarding system:

### 3. Final reward (appointment with the museum director) – depending on success rate



# Rewarding system:

4. Leaderboard (ranking system of the best scores of all players in the current museum)



SCORE



MAP



SOUND



VISIT

## LEADERBOARD

Rank	Username	Best score
7	karachristos	4
8	pb	4
9	bojana	3
10	i4d2	1
11	Gilberto	1
12	test@interactive4d.com	1

Your rank

8

pb

4



**Have fun!**

Link to the game: <https://visitor-project.eu/game>  
(computer only, not compatible with a tablet or smartphone)

More info about the Visitor project: <https://visitor-project.eu>