

# Guide du jeu VISITOR

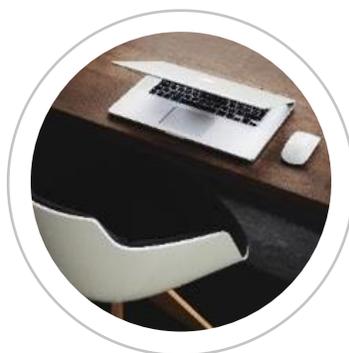
Créez et visitez des musées virtuels !

# EXIGENCES TECHNIQUES



## Matériel informatique

- ✓ PC ou Mac
- ✗ Tablette
- ✗ Smartphone



## Navigateurs compatibles

- ✓ Google Chrome
- ✓ Mozilla Firefox
- ✓ Microsoft Edge
- ✓ Safari
- ✗ Microsoft Internet Explorer



## Cookies

Les cookies doivent être activés dans les paramètres de votre navigateur (c'est généralement le cas si vous ne l'avez jamais modifié).

## Type de jeu

Musée immersif et interactif en 3D



## Interactions

Interactions personnalisables avec des artefacts et des avatars



## Type d'activités

Découverte d'artefacts, leçons (cartel) et quiz



## Progression

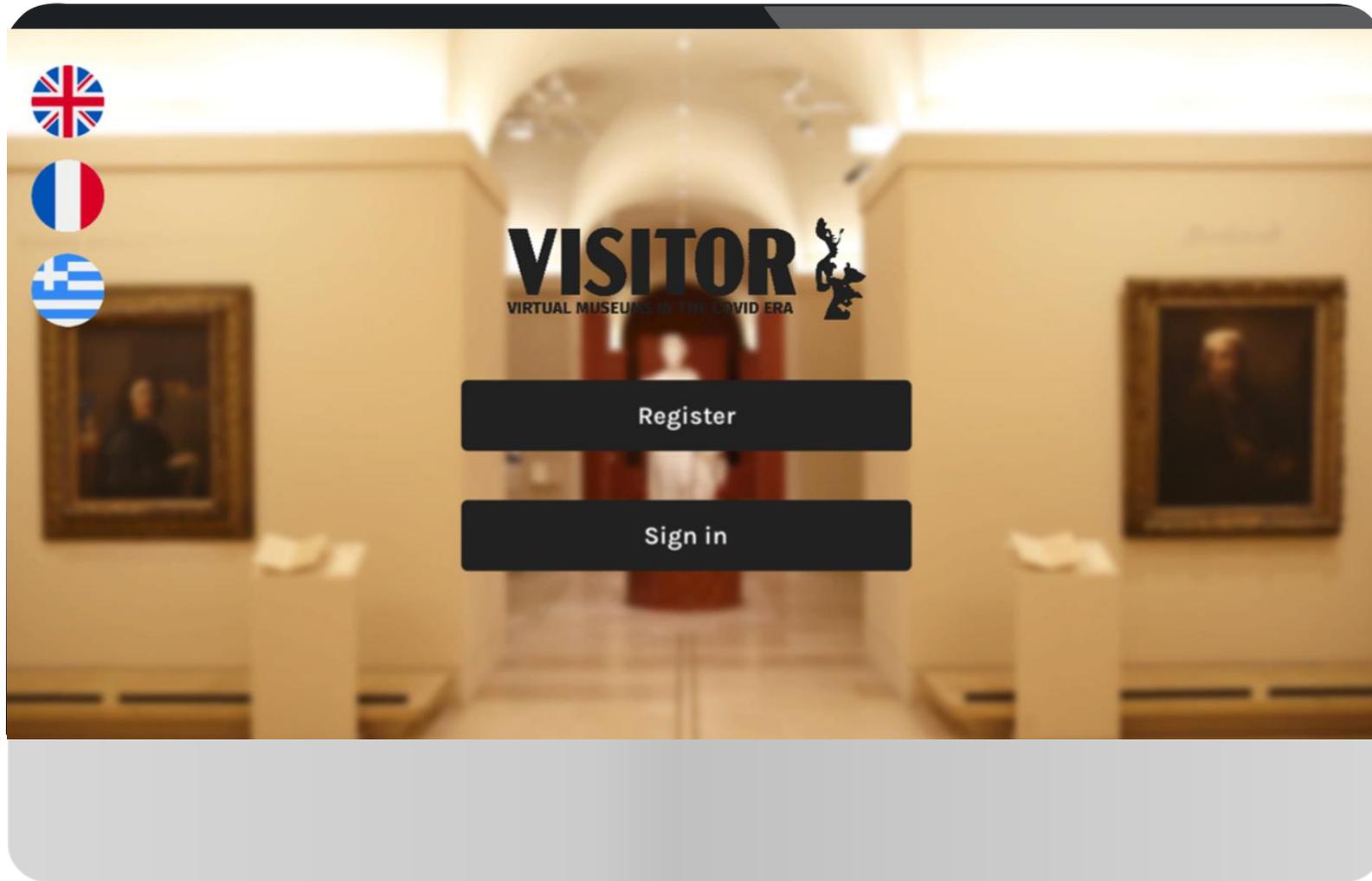
Étapes non chronologiques, activités modulaires non linéaires

# Comment commencer le jeu ?

→ Se connecter sur <https://visitor-project.eu/game> sur un ordinateur



Cliquez sur un drapeau pour choisir votre langue



# Inscription



Choisissez soigneusement votre adresse électronique, car elle ne peut être modifiée.



Si vous choisissez "Créateur", vous pourrez créer votre propre musée et suivre les scores de vos élèves.



Vous devez accepter les conditions générales d'utilisation pour valider votre inscription.

←

## Create account

First name

Last name

Username (optional)

Email

Password

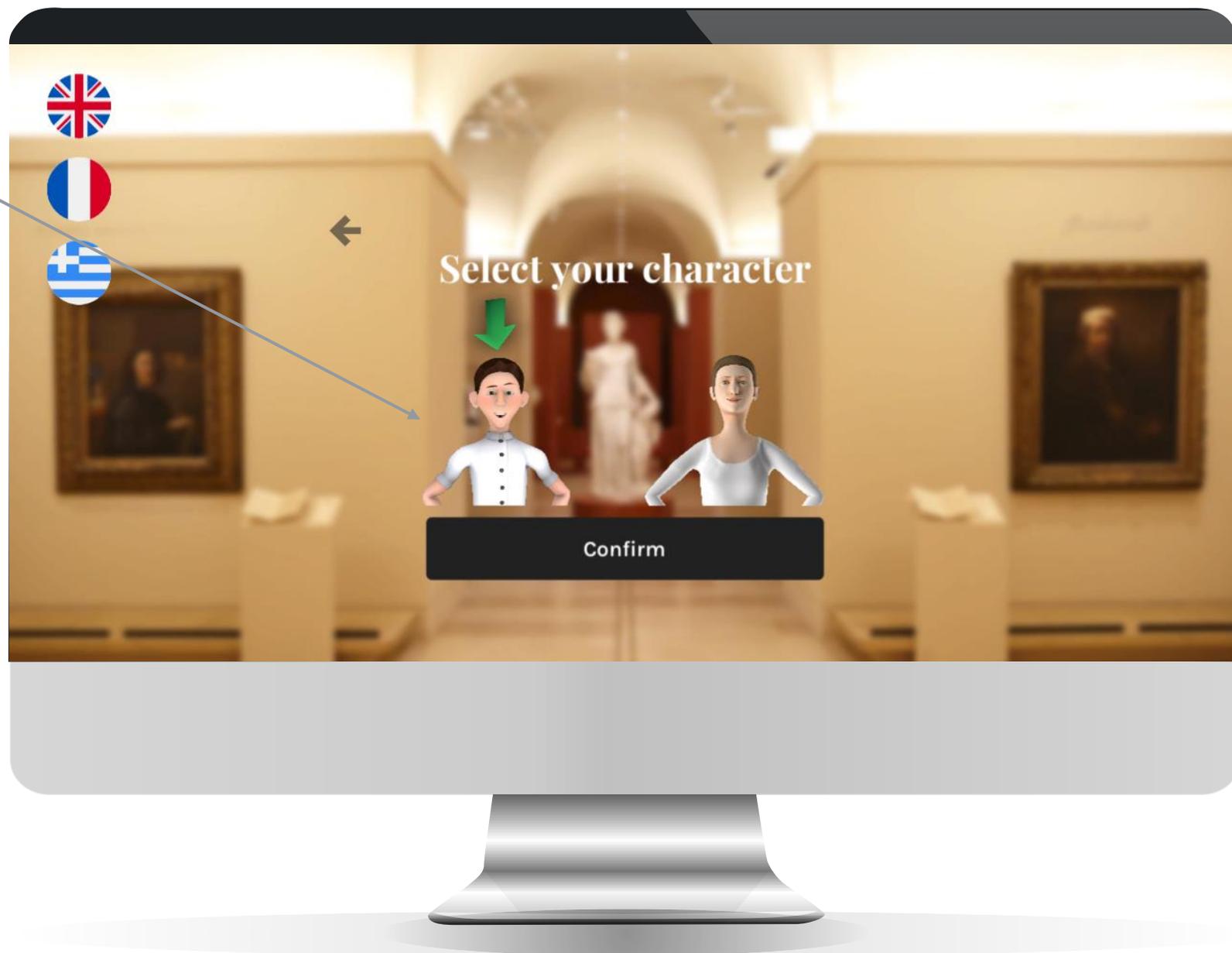
Confirm password

Visitor  Creator

I agree to the terms of use and privacy policy  
(see the terms)

Register

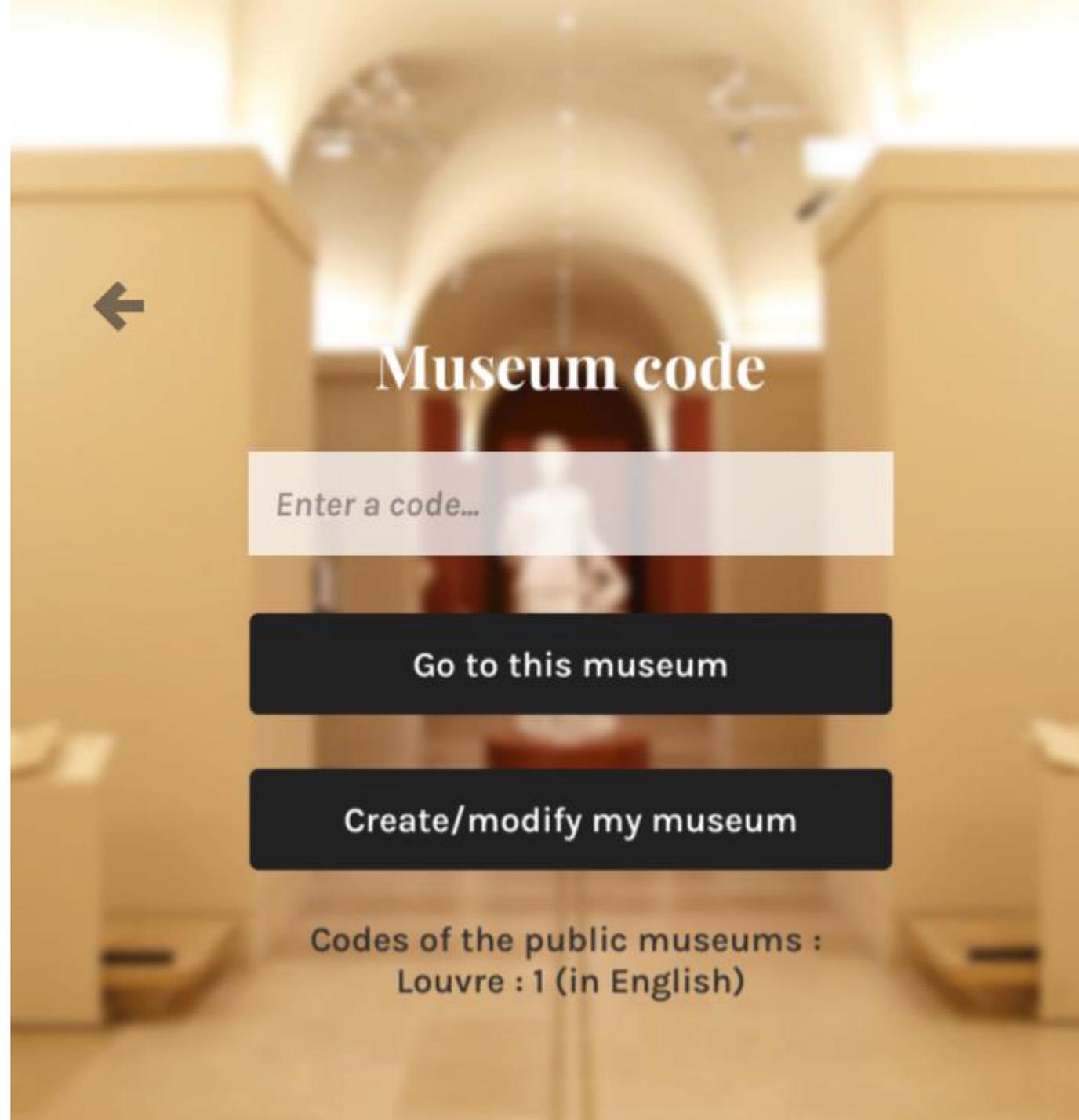
Sélectionnez un avatar de garçon ou de fille



# Se connecter à un musée

Différentes possibilités :

- 1 Entrez votre propre musée (pour les créateurs uniquement)
- 2 Connectez-vous à un musée existant en saisissant son code
- 3 Se connecter à un musée public



# MODE VISITEUR

# Introduction/Tutoriel



SCORE



MAP



SOUND



VISIT

Welcome in this virtual museum in which digital reproductions of artefacts have been collected.

Your mission, should you accept it, is to discover these artefacts and answer the quizzes correctly so as to earn as many points as possible !

For each good answer you will earn 1 point.

Next



# Introduction/Tutoriel



SCORE



MAP



SOUND



VISIT

This museum has 7 rooms. Each room opens after you have answered all questions of the previous room.

Once you have answered all the questions, the Director will welcome you in his office and reward you... or not, depending on your score!

PS: you will probably meet Robotman, the museum keeper. Listen to him carefully, he may ask you a question which could give you a bonus point!

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# Introduction/Tutoriel



SCORE



MAP

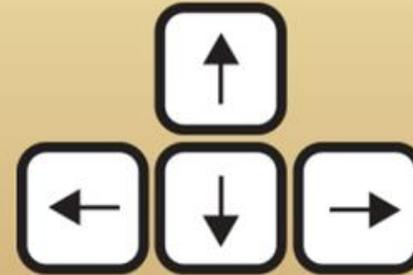


SOUND



VISIT

To move, use the directional keys:



To run, simultaneously press the "ctrl" key.



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# Introduction/Tutoriel



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.



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# Introduction/Tutoriel



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

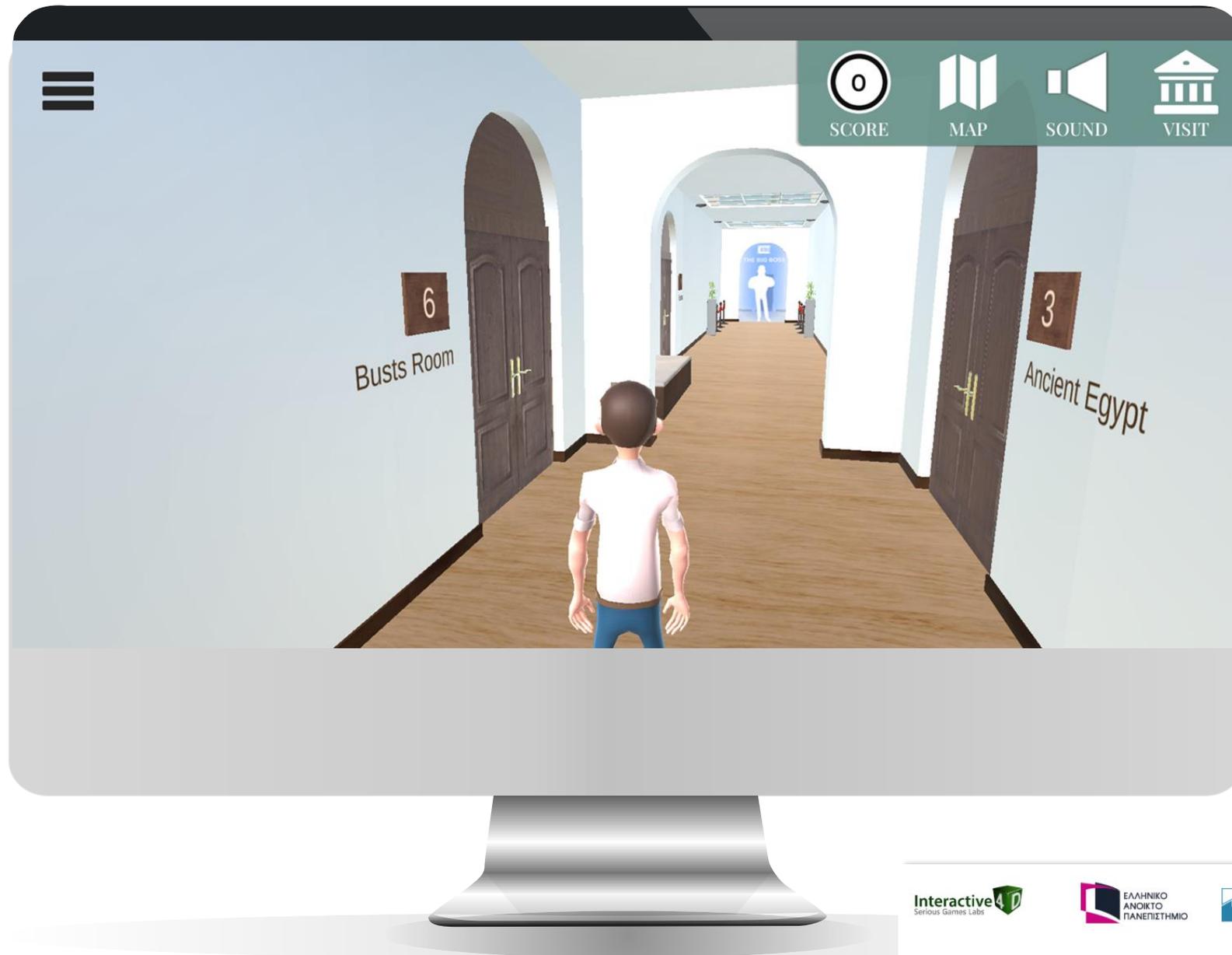
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# MODE VISITEUR

## Visite guidée

# Affichage des numéros et noms des salles



# GARDIENS DE MUSÉE ET VISITEURS

Ils peuvent donner des informations aux joueurs et leur poser des questions (personnalisable)

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.

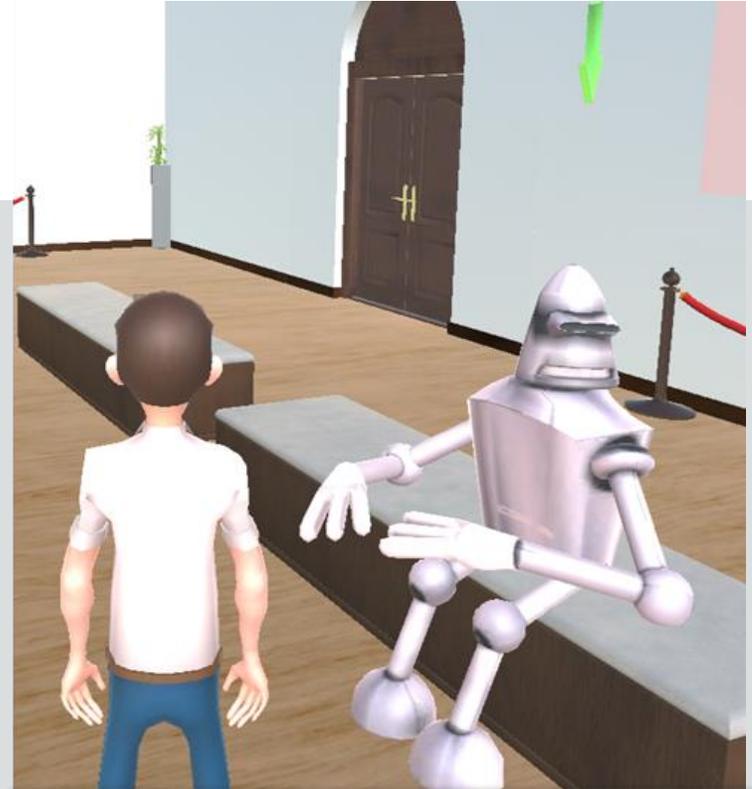
Now, approximately 38,000 objects from prehistory to the 21st century are exhibited over an area of 72,735 square meters (782,910 square feet).

[Go to quiz](#)



# GARDIENS DE MUSÉE ET VISITEURS

Ils peuvent donner des informations aux joueurs et leur poser des questions (personnalisable)



# Progression contrôlée



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.

# MODE VISITEUR

## Menus

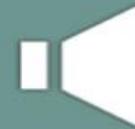
# Score par pièce et badges



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

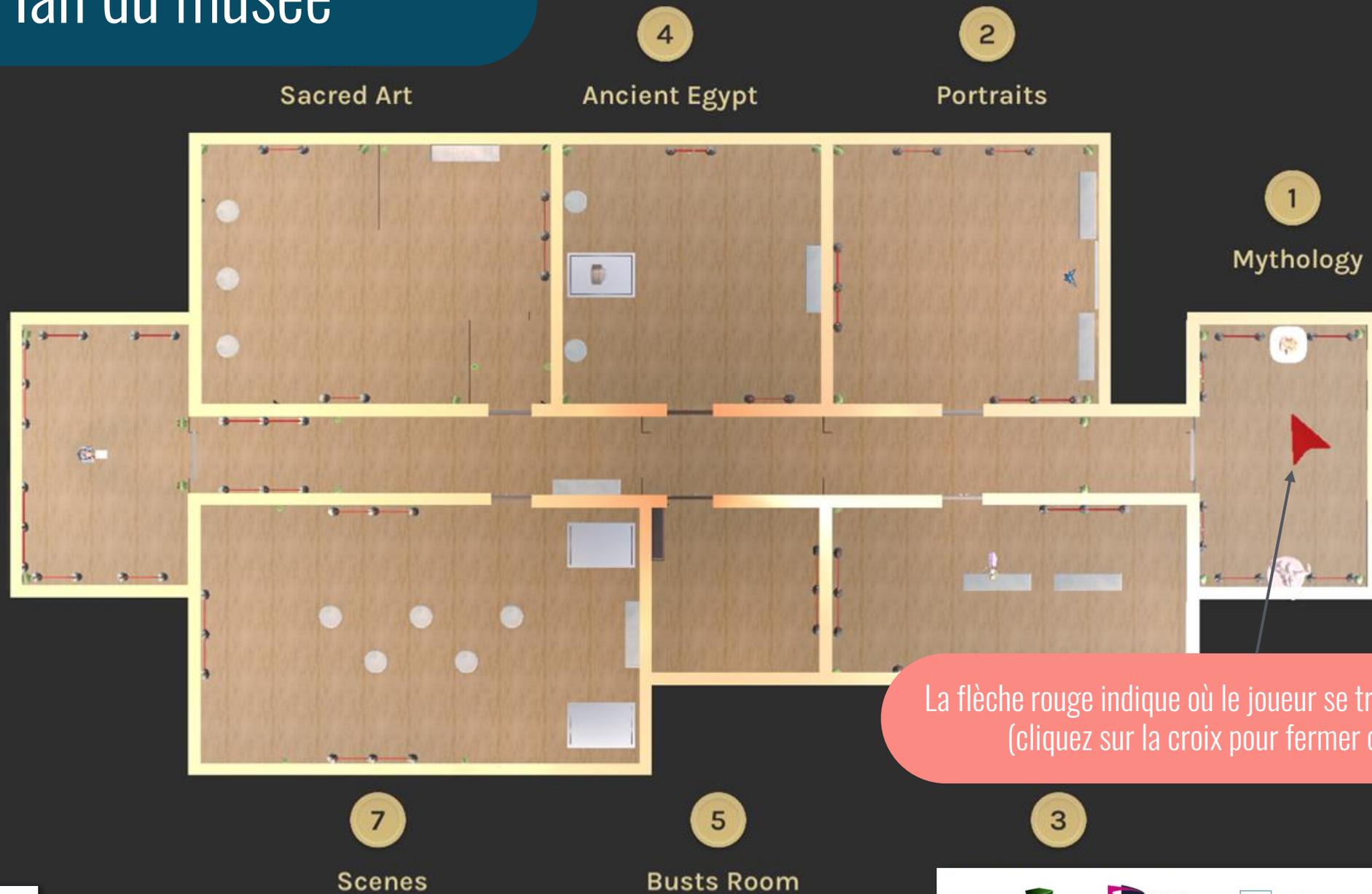


7

0 / 1



# Plan du musée



La flèche rouge indique où le joueur se trouve dans le musée (cliquez sur la croix pour fermer ce panneau).

# Menu de gauche

ABOUT VISITOR

TUTORIAL

PROFILE

LEADERBOARD OF THIS MUSEUM

TERMS OF USE



SCORE



MAP



SOUND



VISIT



Sign out





SCORE



MAP



SOUND



VISIT

## About Visitor

The VISITOR (virtual museums in the covid era) project aims to facilitate virtual museum visits for schools and integrate virtual museum activities into the school curricula. The objectives of VISITOR are:

- The creation of a digital library for teachers and other practitioners to search and share virtual museums and exhibits.
- The development of educational use cases for the museum exhibits (for example, lesson plans).
- The development of a gaming app that will host museum exhibits and educational use cases for those.
- The creation of a training course for teachers to support them in engaging with the digital exhibits and the gaming app.

VISITOR is an Erasmus+ funded project and a collaboration between universities and small organisations in the UK, France, Greece and Belgium.

This project has been reviewed by and received a favourable opinion from The Open

# Profil



SCORE



MAP



SOUND



VISIT

Les joueurs peuvent modifier leur profil, à l'exception de leur adresse électronique qui sert d'identifiant.

## Profile

First name

Last name

Username

Email

Password

Visitor

Creator

Delete Account

Save

Vous pouvez supprimer votre compte

Vous pouvez changer votre statut (créateur/visiteur)



SCORE



MAP



SOUND



VISIT

## LEADERBOARD OF THIS MUSEUM

Rank	Username	Best score
3	demo	6
4	PBI4D	4
4	Phoebs	4
4	Ginn	4
5	bojana	3
5	RMTest	3

Your rank

5

John



SCORE



MAP



SOUND



VISIT

## Terms of use and privacy policy

On Visitor game, accessible from <https://visitor-project.eu/game> one of our main priorities is the privacy of our players. This Privacy Policy document contains types of information that is collected and recorded by Visitor and how we use it.

If you have additional questions or require more information about our Privacy Policy, do not hesitate to contact us on [visitor@interactive4d.com](mailto:visitor@interactive4d.com)

This Privacy Policy applies only to our online activities and is valid for players of this game with regards to the information that they shared and/or collect in Visitor. This policy is not applicable to any information collected offline or via channels other than this game.

### 1. CONSENT

By playing our game, you hereby consent to our Privacy Policy and agree to its terms.

# MODE VISITEUR

## La partie éducative



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



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

# Exemple de quiz



SCORE



MAP



SOUND



VISIT

From what work is this painting inspired?

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

# Exemple de quiz



SCORE



MAP



SOUND



VISIT



Explication facultative

Wrong answer!

No, it was Leonardo da Vinci

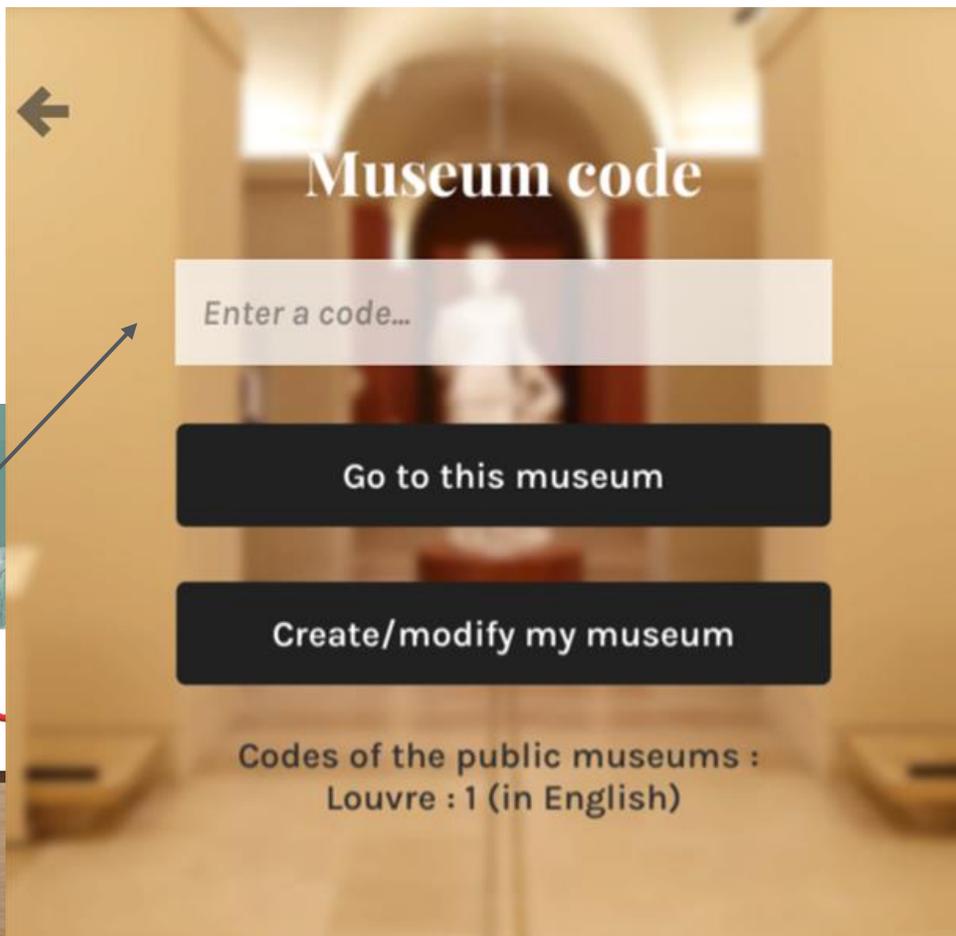
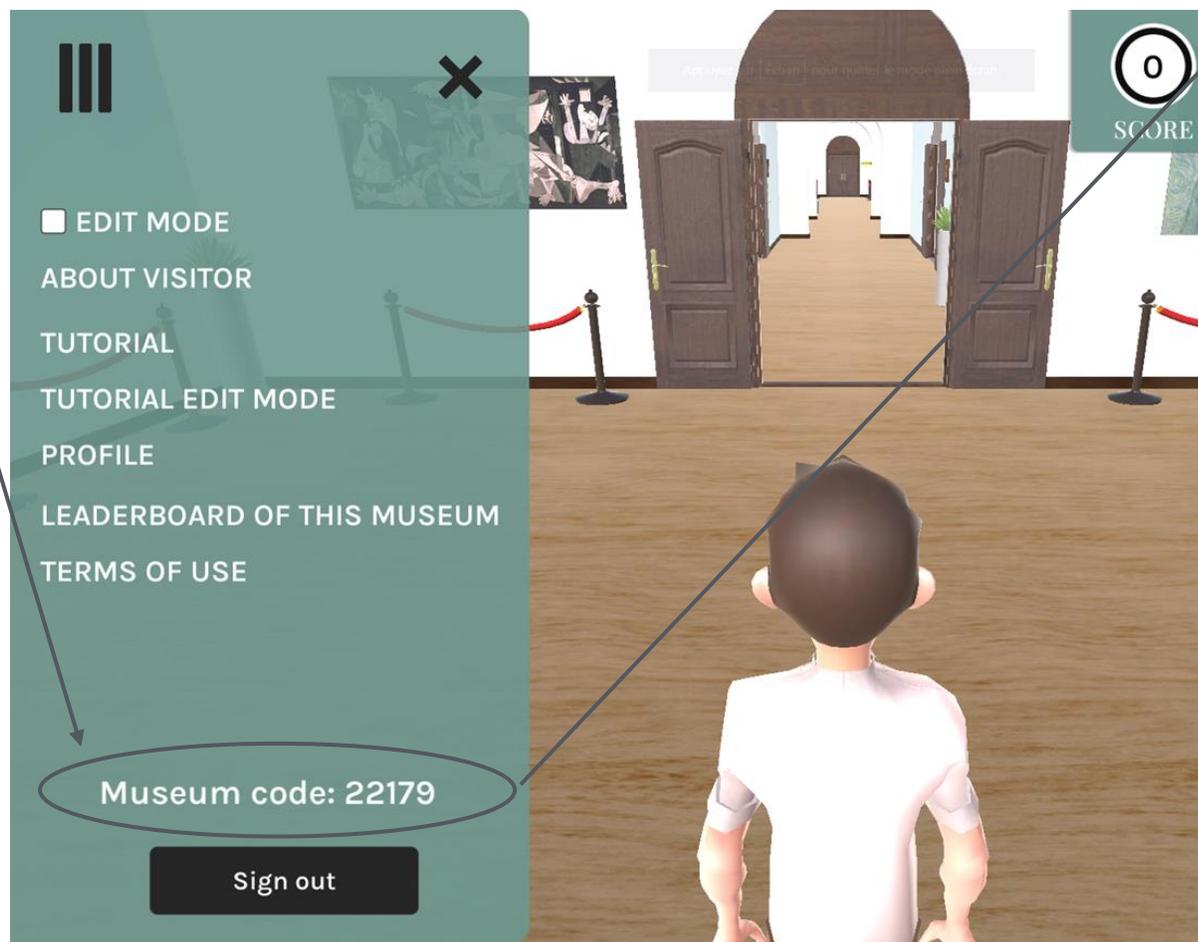


# MODE ÉDITION CRÉATEUR

## Menus

# Menu de gauche

Un code de musée privé est généré automatiquement pour chaque compte de créateur. Vous pouvez donner ce code à vos élèves pour qu'ils puissent entrer dans votre musée privé.



# Tutoriel du mode édition



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



# Tutoriel du mode édition



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*

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Next →

# Tutoriel du mode édition



QUIZ



REMOVE



SCORE



MAP



SOUND



VISIT

New options will also appear. Click on the "Cartel" button to modify the information of the artefact.

←

SCORE 4 MAP SOUND VISIT

Artefact name  
Enter the artefact name...

Artist  
Enter the artist name...

Creation date  
Enter the artefact creation date...

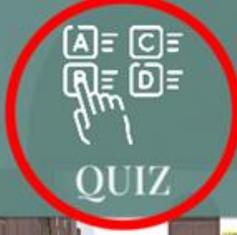
Artefact description  
Enter the artefact description...

Save

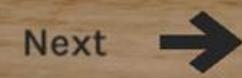
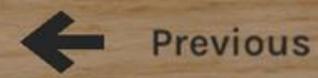
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# Tutoriel du mode édition



You can: add questions, delete them, edit them

A screenshot of the 'Quiz edition' screen. At the top, it shows a back arrow, the title 'Quiz edition', and a score of '4'. Below the title are icons for 'SCORE', 'MAP', 'SOUND', and 'VISIT'. The main area contains a text input field with the placeholder 'Enter a question...' and an 'EDIT' button with a right arrow. Below the input field is a yellow button labeled 'Add question'. A trash can icon with the number '1' is visible on the left side of the input field.

# Tutoriel du mode édition



SCORE



MAP



SOUND



VISIT

Quiz edition

4 SCORE MAP SOUND VISIT

Enter a question...

Enter an answer... 

Enter an explanation... 

Enter an answer... 

Enter an explanation... 

Add answer

Save

Delete or add a proposal

Select the correct answer(s)

← Previous

Next →

# Tutoriel du mode édition



SCORE



MAP



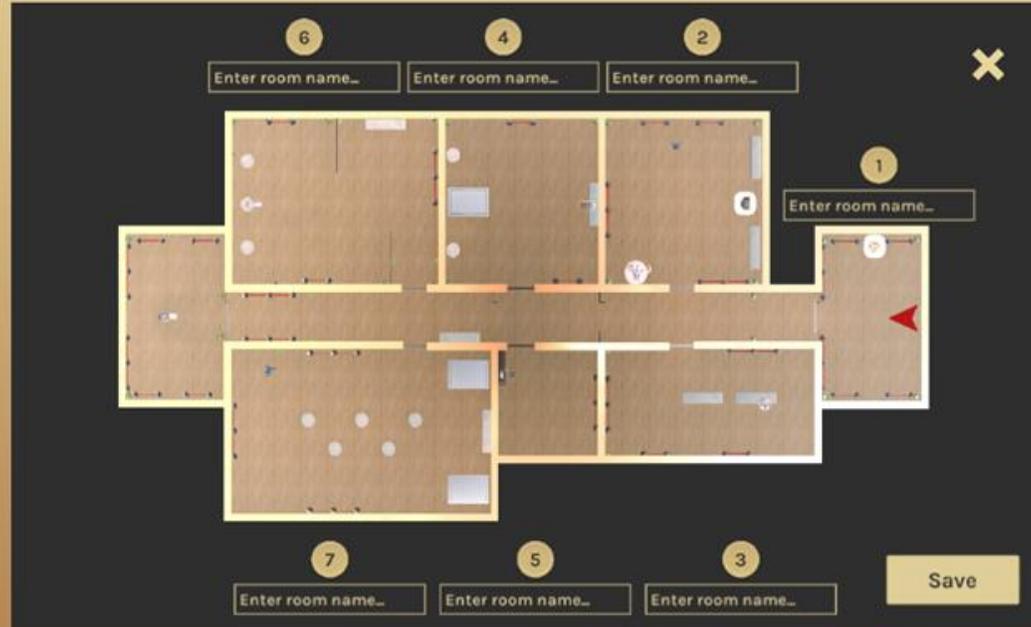
SOUND



VISIT



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



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# Tutoriel du mode édition



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).



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# Tutoriel du mode édition



SCORE



MAP



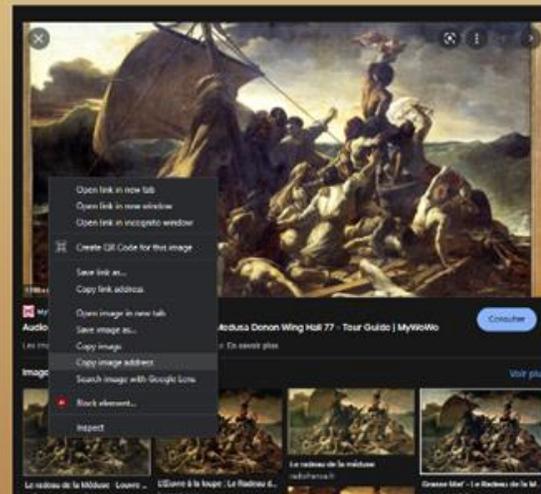
SOUND



VISIT

You can copy the Internet address (URL) of an image by right-clicking on it.

Maximum size for optimal display: 950x800 pixels  
**WARNING ! Use only royalty-free images.**



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# Plan de votre musée



Les noms des pièces sont personnalisables

# MODE ÉDITION CRÉATEUR

## Edition

# Sélectionnez un artefact

The image displays a user interface for a museum application. On the left, a vertical sidebar titled "Artefacts List" contains three items: "Venus De Milo" (highlighted in green), "Atlas" (greyed out), and "Sarcophage" (greyed out). A note at the bottom of the sidebar reads "In grey : artefact already in the museum".

The main area shows a 3D museum environment with a character in a white shirt and blue pants. The character is positioned in a gallery with a red rope barrier. In the background, a golden statue of the Venus de Milo is visible. A top navigation bar contains icons for "CARTEL", "QUIZ", "REMOVE", "SCORE", "MAP", "SOUND", and "VISIT".

A second, larger screenshot of the application is overlaid in the center and right. It shows the same "Artefacts List" sidebar, but with a different set of items: "Mona Lisa", "Guernica", "The Raft of the Medusa", "Nuit étoilée", "Van Gogh", "Tournesol", "Création d'Adam", and "Kanagawa". The "Mona Lisa" item is highlighted in green. The main area of this screenshot shows the character in a different gallery, looking at a reproduction of "The Starry Night" painting. The same navigation bar is present at the top.

At the bottom of the image, there are logos for the following organizations: Erasmus+, Interactive Serious Games Labs, ΕΛΛΗΝΙΚΟ ΑΝΟΙΚΤΟ ΠΑΝΕΠΙΣΤΗΜΙΟ, idec, The Open University, and LogoPsyCom.

# Créez ou modifiez un cartel

The image shows a user interface for a museum application. On the left, there is a sidebar titled "Artefacts List" with three items: "Venus De Milo" (highlighted in green), "Atlas", and "Sarcophage". Below the list, a note reads "In grey : artefact already in the museum".

The main area displays a 3D model of the Venus De Milo statue. Above the statue is a navigation bar with icons and labels: CARTEL, QUIZ, REMOVE, SCORE, MAP, SOUND, and VISIT.

An overlay window is open, showing the details for the "Venus De Milo" artefact. It includes a back arrow, a navigation bar with SCORE, MAP, SOUND, and VISIT icons, and the following fields:

- 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

At the bottom of the screen, there are logos for the following organizations: Erasmus+, Interactive Serious Games Labs, ΕΛΛΗΝΙΚΟ ΑΝΟΙΚΤΟ ΠΑΝΕΠΙΣΤΗΜΙΟ, idec, The Open University, and LogoPsyCom.

# Créez ou modifiez un quiz

The image displays two overlapping screenshots of a museum application interface. The background screenshot shows an 'Artefacts List' with three items: 'Venus De Milo' (highlighted in green), 'Atlas' (greyed out), and 'Sarcophage' (greyed out). A legend at the bottom indicates that greyed-out items are already in the museum. The foreground screenshot shows the 'Quiz edition' screen for the 'Venus de Milo' artifact. It features a question: 'When was the Venus de Milo created?' with an 'EDIT' button and a trash icon. Below the question is a large yellow input field labeled 'Add question'. Both screens have a top navigation bar with icons for CARTEL, QUIZ, REMOVE, SCORE, MAP, SOUND, and VISIT.

# Créez ou modifiez un quiz

The image displays two overlapping screenshots of a quiz editor interface. The top screenshot shows a question: "When was the Venus de Milo created?" with an "Add question" button below it. The bottom screenshot shows the same question with three options: "Around 130 - 100 B.C.", "Around 150 - 130 A.D.", and "Around 150 - 130 B.C.". The first two options are marked as incorrect with a red 'X', and the third is marked as correct with a green checkmark. The interface includes a top navigation bar with icons for SCORE, MAP, SOUND, and VISIT, and a bottom navigation bar with a "Save" button.

Quiz edition

When was the Venus de Milo created? EDIT

Add question

Quiz edition

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

Interactive Serious Games Labs

ΕΛΛΗΝΙΚΟ ΑΝΟΙΧΤΟ ΠΑΝΕΠΙΣΤΗΜΙΟ

idec

The Open University

LogoPsyCom

Erasmus+

# Ajoutez vos propres artefacts 2D

(en utilisant l'adresse internet (URL) d'une image libre de droits).

The screenshot displays a museum application interface. On the left, a sidebar contains an 'Artefacts List' with buttons for 'Add an image', 'All artworks', and 'My images'. Two artifacts are listed: 'Spirited Away' (greyed out) and 'The birth of Venus' (active). The main area shows a 3D character in a museum gallery with a red stanchion rope. A top navigation bar includes icons for 'CARTEL', 'QUIZ', 'REMOVE', 'SCORE', 'MAP', 'SOUND', and 'VISIT'. A detailed view of 'The Birth of Venus' is shown, featuring a metadata table and a description.

Artefact name	Creation date
The Birth of Venus	1480
Artist	URL
Botticelli	<a href="https://www.kazoart.com/blog/en/canva">https://www.kazoart.com/blog/en/canva</a>

**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