

Sheet 1

Welcome, my name is I will give you a short demo of Emergo.
Emergo, stands for efficient method for developing scenario-based educational games.
It's about letting students learn within an authentic environment.

>> [alternatively you can also click on \[emergo.cc\]\(http://emergo.cc\) and show the english trailer, maximize the flash player](#)

Sheet 2: EMERGO

Emergo delivers two products, you can use freely without any costs.
One of them is a method to support you in scenario development, that is describing the educational game the students operate in.
The other one is a toolkit that enables you to realise this web-based game.

Sheet 3: EMERGO method

The Emergo method supports you in describing student activities, determining program actions and reactions and which tools of the toolkit need to be available for students.

Sheet 4: EMERGO toolkit

The Emergo toolkit enables you to enter all activities and tools described within the scenario.

While doing this, you can preview what students will actually see.
And after assigning students you can monitor their progress.

Now I will show you a CSI demo we developed to show most features you can use within the Emergo toolkit.

>> [click on Demo link and within browser window on CSI \(Online Educa\)](#)

>> [wait until intro is finished](#)

You see, you can use streaming video

>> [click on close button](#)

You see there are some doors. Only one can be entered, the salon, where Watson is waiting.

>> [click on door salon, wait until video is finished and click on close button](#)

Now you can ask questions.

>> [click on a question, but don't listen the whole answer and click on close button](#)

Now you can enter other doors to interrogate suspects.

>> [go to dining-room](#)

You can ask mrs. Dubois questions too.

>> [an alert should have been shown now: 'try to work faster'](#)

As you see alerts can be sent, timed or triggered by player actions.

>> [wait until the 'mail alert' and click on the pda](#)

On the pda you have your personal tools.

>> [click on e-messages and open the e-message](#)

Predefined e-messages can be sent to the player. If defined players can send e-messages too.

>> [click on dossier and on photo F. Dubois \(1\)](#)

All kind of sources can be made available.

>> [click on locations and on door salon and after some seconds the close button](#)

Now you can further interrogate the suspects. You can ask them new questions.

If you think you know who is the murderer enter the assessment room.

>> [enter the assessment room and answer the questions by clicking on them](#)

You see you can use mc tests too.

After answering the questions you will get your score and Watson will react according to your performance.

If still some time left show tasks window, show note/logbook combination and show google maps.

>> [click on tasks](#)

If you want, you can use the tasks tool, to show the player his progress. It's also possible to let players check tasks themselves.

>> [close tasks window and click on notes](#)

You can also allow players to make contextualised notes.

>> [make a note](#)

Notes are gathered in your logbook on the pda.

>> [click on pda and on logbook and on your note](#)

Within your logbook you can change your notes too.

>> [click on google maps](#)

You can also use google maps and add markers.

>> [click on marker and on hyperlink](#)

It's even possible to let players add markers themselves. The same accounts for the dossier tool. Players can add their own sources.

>> [close Emergo player using 'x' and close browser window](#)

Sheet 5: Thank you for your attenttion

Do you have any questions?

Thank you for you attention. On emergo.cc you will find all info on EMERGO.