CARWASH GAME ONLINE!

Since January 2017, the prototype of the Carwash game is online and available in 6 languages: Bulgarian, Dutch, English, Greek, Hungarian, Italian and Spanish. http://www.carwashproject.eu/en/the-game

The aim of the game is to service incoming cars in order to build up your reputation, earn coins and... learn about waste management.

At first the only department available is the gas station. Earned coins can be spent to unlock new departments, hire staff and buy items.

Servicing cars requires answering questions correctly. More correct questions means more coins and a higher reputation.

The questions are a mixture between multiple choice and straight yes/no questions.

You can buy items to build your reputation quicker and earn more coins.

Your garage can get dirty from time to time... make sure to clean it first and earn extra coins.
CARWASH GAME MULTIPLIER EVENT

The partners organised different events in each country to present the CARWASH game to the target group (owners and mechanics of car repair workshops, teachers or students from Vocational Education and Training, professionals or companies in the area of hazardous waste and other stakeholders).

ITALY: the second Carwash Multiplier event in Italy took place on 29 November 2016 at the Istituto di Istruzione Superiore Polo 3 in Fano (Technical school for mechanics). 23 participants attended the event. The audience was composed mainly by mechanics, students (future workers in car repair workshops) and teachers of “A. Volta” technical school for mechanics.

Training 2000 presented the CARWASH Serious game and the online platform. The participants had the opportunity to explore all the available outputs and give their feedback. Most of the participants agreed to take part in the Piloting Session Phase.

They were very interested in the project outputs and considered the results useful for their daily work.

HUNGARY: CTRIA organized their multiplier event to show their target group the game on 21 November 2016. They were sent the link of the game and asked to play with it before the event.

15 stakeholders were participating in the event that took 3 hours and discussed about the results of the individual tests. They could show the problems, the missing points and they filled the questionnaires at the end of the event.

BELGIUM: the event organized by Voka Chamber of Commerce East-Flanders took place in Gent on the 19th of September 2016. 27 persons took part, mainly owners of car & truck repair workshops, but also the federation of car dealers, representatives from Vocational and Educational Training and companies dealing with recycling. The general purpose of the Carwash project was explained with the focus on the online game. Useful feedback on the questions, the images and overall look & feel of the game were collected, as well as suggestions for improvement.

PILOT TESTING

The Pilot Testing has already taken place in Hungary - as they were involved the testing before the multiplier event, and is currently running in Italy. Italy’s target group is composed by young adults (mechanics, students interested in working in car repair workshops and teachers of technical schools). More than 20 people are involved. The pilot testing is carried out over a period of 3 weeks.

The feedback collected until now is very positive.

The people involved in the testing phase report a very high level of engagement and an improvement of the motivation to take part in training sessions. The scenarios presented in the game are useful and present real situations and problems.

In Belgium, the testing took place on the 2nd of October, at “Open Enterprise Day”, where the 110 visitors of the Voka offices in Dendermonde could try out the game.

THIRD PROGRESS MEETING IN GHENT

The project partners met on May the 30th and 31st 2016 for the 3rd time in the Flemish city of Ghent, to discuss mainly about the development of the serious game and the supporting platform.

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