RESULTS OF THE GAME PILOT TESTING

The aim of the pilot testing was to identify the necessary improvements of the CARWASH serious game.

It described how to detect any possible improvements in the serious game and the training support platform, while at the same time encouraging the target group to use the project results.

The testing was done by 12 internal and 116 external testers between October 2016 till the end of January 2017.

The survey contains 4 main topics: Experience, Design, Content and Technical issues.

As the responses show the testers come from 5 different type of businesses so we can say that the testing covered the entire sector. 35% of the testers have not had the needed competences before.

Based on the players’ opinion the design of the game was developed and they were very satisfied with the rewarding system of the game.

They thought that the questions were comprehensive but they would like to check the correct answers in case of wrong choices. The difficulty of the questions seemed to be OK and the majority gained a lot new knowledge which can be used in their daily work. The prepared platform completes the game and serves a lot of new information for the interested people.

Based on the responses of the players the CARWASH consortium members make an agreement about the development of the game during the last Steering Committee Meeting in Badajoz, February 2017.
The game is designed for mobile devices and can be installed from the respective page in the App Store(iOS) or Google Play(Android).

You can find these pages at the project site, under the Game area http://www.carwashproject.eu/en/the-game

CONFERENCE IN BADAJOZ

The event “Conference Car workshops: A serious game to know more about the management of hazardous waste” for present the Carwash Project, took place at the NH Gran Casino Hotel in Badajoz, on the 21st of February 2017 and had a duration of 4 hours.

The participants were managers and employees of vehicle sales and repair dealerships, and vehicle repair shops and students and professors of the automotive sector belonging to the IES San José Institute and the Virgen de Guadalupe School of Badajoz.

The Conference began with a description of the objectives, goals and target group of the Carwash project. All members of the Carwash consortium explained what their organizations do and why the Carwash Project is important for the sectors they represent or belong to. The different stages of the project were described until the finalisation of the game, the platform and its contents were shown, and a video of the game was presented in Spanish, detailing the different departments, functioning and objective of the game.

The “Consejería de Medio Ambiente y Rural, Políticas Agrarias y Territorio” collaborated on the conference with two presentations "Obligations of vehicle repair companies as a hazardous waste producing activity" and "Obligations of vehicle repair companies as a potentially polluting soil activity".

FINAL MULTIPLIER EVENTS

Bulgaria

The seminar was organised in Varna Chamber of Commerce and Industry on 12 February 2017. 45 organisations, V.E.T. centres and schools, auto companies (CARWASH stakeholders) were invited by e-mail and telephone. The region of North-East of the country with centre city Varna is well developed with auto and bus transport companies, factories for heavy roads, ports, mine and digging construction companies and VET auto transport schools.

The seminar was carried on according to the Agenda and moderated by Miroslav Nikolov, chairman of Europartners 2000 foundation. He and assoc. prof. Bistra Vassileva presented the CARWASH key facts and information as well as the results of the national needs analysis report. Assoc. prof. Bistra Vassileva described the CARWASH serious game scenarios and possibilities and moderated the discussion session on the use and the topics of the scenarios.

The seminar ended with a Q&A panel and conclusions for the follow up. Evaluation forms for the seminar were filled in by the participants.

Italy

The Italian CARWASH Closing Event will be placed into Istituto Tecnico Industriale ITIS E. Matte, Urbino, on 29 March 2017.

The event will present the CARWASH project focusing on final results.

Agenda/Programme:
- 09:00 – 09:30 Project presentation (partners, objectives and results)
- 09:30 – 10:00 Output 4 Training needs analysis - Conclusions and recommendations report
- 10:00 – 10:30 Output 5 Serious game and support platform specifications
- 10:30 – 11:00 Output 6 CARWASH serious game & training platform
- 11:00 – 11:30 Output 7 CARWASH Learner’s guide
- 11:30 – 12:00 Output 8 CARWASH Pilot testing methodology

Belgium

The Voka Netwerk@ACG Volvo event will be organized at ACG Volvo, IJzerweglaan 101, 9050 Gent on 29 March 2017, where VOKA will present the CARWASH project and its game possibilities.

Agenda/Programme:
- 08.00 – 08.30 u. presentation of the Carwash project
- 08.30 – 09.15 u. Tour de table of the participants: "who I am, what am I looking for, what can I offer?"
- 09.15 – 11.00 u. Live Demo of the Carwash project - pick and choose: meetings and discussions

Hungary

The project closing event in Hungary was organized in Székesfehérvár, 23. March 2017.

The event was a word café meeting with the stakeholders (21 automotive cluster members and VET representatives) and the main aim of the event was to disseminate the results of the project and the developed game as a new way to learn.

The event was closed with summarizing the project necessity and ideas were gained regarding the development of the results and a potential new project.

WHERE CAN I GET MORE INFORMATION?

If you want to know more and receive regular updates please visit our website: http://www.carwashproject.eu/

and also follow us in Facebook and Twitter