



# LEVEL 4

# Real-life Adventures

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# Learning Objective



At the end of this level, if you will learn how to create real-life adventures and experiences.

Learning objectives:

- Using game-based mechanics to engage learners and motivate to act and learn outdoor
- Learn to create online Scavenger Hunts to be performed indoor or outdoor

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# Actionbound

- Real-world treasure hunts and guided walks
- Online platform to create Tours/Scavenger Hunts
- Created on Computer, used on Smartphone and Tablet
- Tour around a city or building enriched with quizzes and information to discover

## Ready for the real world? 🌍

- Get the Actionbound app for free in the Apple App Store or at the Google Play Store
- Look for «PUERTO DE LA CRUZ»



# How does it work?

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A bound encompasses a series of location-based activities

Live webinar with step by step process → [https://www.youtube.com/watch?v=xzCnfSm\\_Po0](https://www.youtube.com/watch?v=xzCnfSm_Po0)

The logo for Actionbound, featuring the word "Actionbound" in a stylized, orange, cursive font.

The interactive tour game creator

# Why is it called Action Bound?

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- BOUND = in this app, “Bound” is a tour around a city or inside a building
- ACTION = Each tour is enriched with quizzes and information to discover, similarly to a real treasure hunt

# Content of a Bound

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A “bound” can contain:

- Text and pictures
- Quiz (multiple choice, true/false)
- “Mission”: a task to perform
- Finding a spot with GPS
- Scanning a QR Code
- And much more...

# When to use ActionBound

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- On school trips in another city or country
- When visiting a Museum
- In your city, to carry out an alternative lesson of art, architecture, history, music, culture, or anything you want!
- Indoor (even in the classroom) to gamify your classroom (scan QR Code, give an assignment, give a reward!)





- Helping students stay focused on school trips or visits, while having fun
- More dynamic and involving tours
- Developing attention to details and ability to connect knowledge acquired to reality

## Step 1: Creating a bound

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When creating a new Bound, you will be asked to:

- Select a name for your bound
- Select a URL for your bound
- Choose if it is for single or multiple players
- Choose if it is **fixed** sequences or **flexible** sequences



same sequence for everyone



changes depending on the choices each player make

## Step 2: Adding elements

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- **Stages:** give structure, create “sections” (like Google Forms)
- **Information:** images or texts which simply display information
- **Quizzes:** Multiple choices, open answer, sorting... (*Use of POINTS*)
- **Mission:** carry out an activity with no right or wrong answer (*NO POINTS*)
- **Find Spot:** following GPS coordinates to earn points  
and move on to the next step (*USE OF POINTS*)
- **Scan Code:** useful for indoor challenges (Not external QR Codes, but as a gamified tool)
- **Survey:** ask survey-style questions
- **Tournament:** team members play against each other



Stage



Information



Quiz



Mission



Find spot



Scan code



Survey



Tournament

## Step 3: testing



After adding all the elements, the bound is finished and can be tested:

- Click on “Test” > you will be given a QR Test code
- Go to the app in your mobile phone > Click “Scan Code” and scan the QR Test Code

**Only with QR Test Code** it is possible to review all the spots and elements of the bound **without going outside** in the streets.

## Step 4: playing

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- When the bound is ready, you can **publish it**
- Ask your students to download and open the ActionBound app on their smartphones
- Ask them to scan the **QR code for playing**

1 group = 1 smartphone

# Results

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- All teams' performances are available in the results page of the bound
- For each player, details include:
  - Right/Wrong answers
  - How much time it took
  - Team members
  - Earned points