

NEXT BlueGenerati**o**n



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Deliverable Overview

Albeit short, this deliverable gives an overview of the work leading to the final version of the Blue Careers Pathway Tool. From the feedback gathered there were not a lot of things to change in the final phase.

Despite this, the development team identified a few areas where quality-of-life improvements could be made. Furthermore, some technical changes were made regarding infrastructure, but these changes can be considered minor to the overall experience as the back-end of the system is completely invisible to the end user.

As well as the game, the pathway tool also received localisation as well as instructions in the form of a short introduction and a help button that will display how to navigate and use the tool.

With the final version of the Blue Careers Pathway Tool, we are finally ready for release and dissemination efforts can be intensified to ensure maximum outreach.

Database Infrastructure

While reaching the final stages of development we were facing a challenge with the current live version of both game and pathway tool. Both were still hosted on the, soon to be defunct website of the former technical partner. This meant that at a given point the game and its system would either stop working or disappear all together.

To mitigate this, it was decided to migrate the database to new servers. An EU based host was chosen to handle the infrastructure. Luckily enough the former technical partner had left the necessary files and documentation in order for another developer to setup the database and its systems. Due to the clear documentation, this proved to be a much easier task than anticipated.

The database was moved to the new host without major issues. The game was tested and connected successfully within the game engine which meant it would be able to connect from any website we wish to place it. The game would in turn be placed on the official project website for the sake of consistency of the project's branding.

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Seeing as the initial idea of the project was to complete the game in one lecture and then use the Pathway Tool in another, we made a feature to skip directly to the Pathway Tool all together.

This means that a player print the screen with their scores and input them into a screen when the Pathway Tool starts.

Having this feature also allows for people who are curious, to input any number they please and browse the jobs the system finds. The database will use the inputs and calculate in the same manner as it would, had the player completed the games.



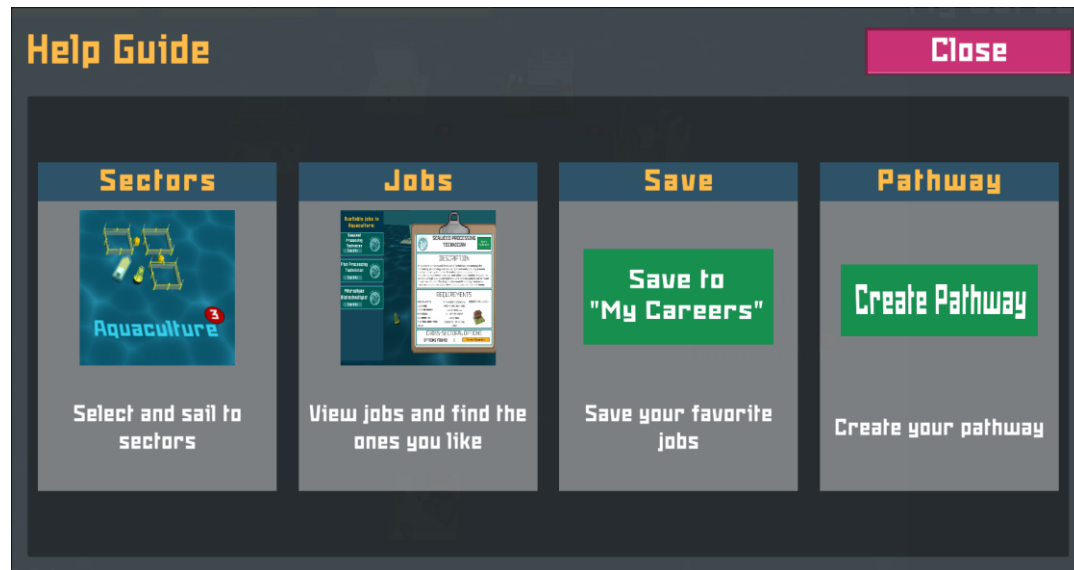
Button leading to the Pathway Tool

Pause	Help	Reload	Set score data			
			Adaptability(4)	AnalyticalSkills(2)	AttentionToDetail(1)	Communication(3)
			CriticalThinking(3)	Curiosity(3)	CustomerService(1)	Empathy(2)
			EthicalAwareness(1)	Flexibility(3)	FollowingProcedures(2)	Initiative(4)
			Leadership(1)	Multitasking(3)	Networking(3)	ProblemSolving(4)
			Resilience(4)	SafetyAndResponsibility(5)	Teamwork(3)	TimeManagement(4)
			WillingnessToLearn(3)	WorkUnderPressure(4)		
			Find jobs			

The score input screen

Seeing that the games accumulated a lot of feedback regarding unclear instructions, it was decided to carry this over to the Pathway Tool as well. Like in the games, a character gives you a short introduction on what you can do here and what the purpose of it is.

In addition to this, a 'Help' button was also included to illustrate how to navigate the Pathway Tool. Despite being simple from a technical perspective, it felt necessary to implement here as this is the part where we simply cannot allow users to be stuck.

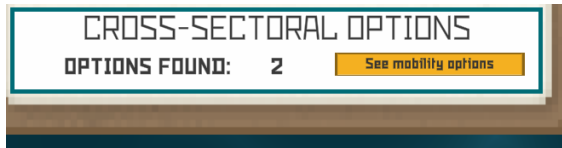


Help for using the Pathway Tool

Besides placing the near 300 jobs titles in the database, a cross sectoral map has also been built and implemented.

For the users this means that some job cards will have 'Mobility Options', meaning there are relatable jobs in other sectors.

These may in turn also have suggestions for other jobs and users can technically surf through a plethora of jobs that was not initially recommended to them but may now inspire them to think in other directions.



Cross-sectoral jobs in a job card



Choosing a cross-sectoral job opens a new job card

Link to the game

<https://www.game.nextbluegeneration.eu>

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→ www.nextbluegeneration.eu

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Thank you



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