

Robo-cook Path

Welcome to Robo-cook Path, a fun educational online game which will allow students to increase their knowledge of nutrition and which will provide teachers with a playful tool, useful to introduce the basic concepts of nutrition, diet, seasonality and so on.

Robo-cook Path is an online simulation of a board game, in which 3 Robot-cooks will have to work together to create a recipe and become more and more expert. The game involves three players connected from three different computers, and each of them will have their own role: Instructor, Shopper and Cook. Taking turns, each player will have to answer questions on topics related to nutrition (also with the help of their friends), and at each correct answer the group will receive either points or instructions to complete the final recipe.

The game has three different difficulty levels:

- Junior
- Senior
- Advanced

The first level is suitable for younger players, starting from 10 years of age, with questions on such topics as: Food and Recipes, Nutrients, Seasonality.

The other two levels are aimed at older children, especially students from hospitality training institutes, with questions on such topics as Food and Nutrition, Nutrients and Food, Hygiene and Conservation.

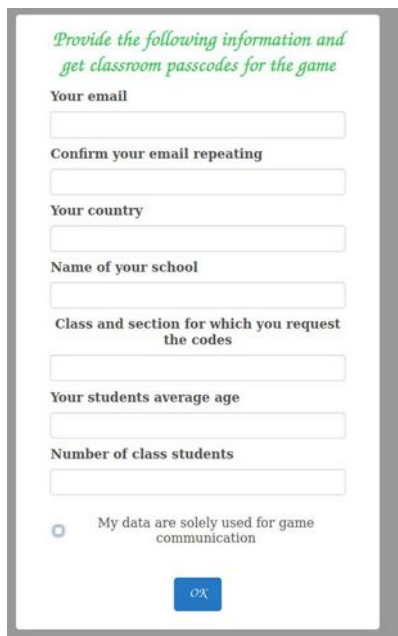
During the game players move one of the characters from their computer. The three characters, in turn, must roll the dice and move within a board on which the various boxes correspond to questions on nutrition. The aim of the game is to accumulate points and clues, useful to prepare delicious recipes.

The game starts only when the three players are simultaneously online from 3 different computers. It is possible to create small teams, each of which will use one of the characters, so that children can help each other in answering questions, not only within the game, but also in person.

But first things first!

PRELIMINARY STEP: GETTING THE GAME CODES

Connect to this site: <https://pms.protein-h2020.eu:8080/en-passcode-generator>



Provide the following information and get classroom passcodes for the game

Your email

Confirm your email repeating

Your country

Name of your school

Class and section for which you request the codes

Your students average age

Number of class students

My data are solely used for game communication

A page will open asking you for some data to generate the codes you will need to have the children play.

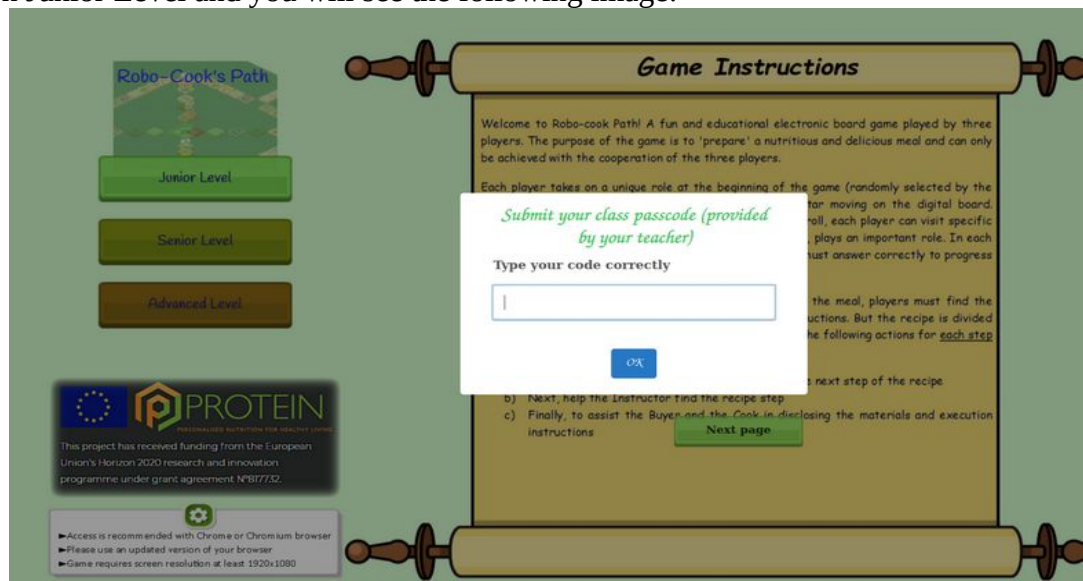
You will receive the codes at the email address given by you. These codes are unique and will allow each of your students to access the game. For a class of 21 pupils you will receive 21 codes. Give each child a code, so you will be sure that your students will only play with each other.

IMPORTANT: Even if you are planning to play the game in small groups, please provide the number of all the students in the class: these are the only data that we collect for our research, so we will be able to know how many children have played in total.

INITIAL PHASE: ENTERING THE GAME

In order to allow your students to play, connect each computer to the page <https://pms.protein-h2020.eu:8080/en> (for better graphic we recommend using either Chrome or Chromium and a screen resolution of 1920x1080). If the screen resolution is too big, it is possible to navigate the game board using the mouse or the arrow keys on the keyboard. Music can be turned off.

Click on Junior Level and you will see the following image:



Each student must enter their own individual code and select OK. If there are not enough PCs or if you want to have small teams of students for each character, select just one of the codes for each character.

The groups of 3 players (or teams) who will play the game together will be formed randomly as the children join the game.

GAME PHASE: ANSWER THE QUESTIONS

Game turns:

The game begins when all the three players are connected. On the right of the screen their character is shown, with its name and colour.

The children understand when it is their turn to play because the name and the colour are shown on the right, above the dice. When it is your turn, the character flashes.





To roll the dice, simply move the mouse over the image and click. All the squares that can be reached with that shot will become green on the board. The character will then be able to move according to the total score (for example 2), or will have the possibility to move by a number lower than the total (in this case, 1). This option can be used to reach specific boxes, useful for ending the game.

Answering the questions to earn points:



The players must initially accumulate “knowledge points” in order to discover the recipe as indicated on the brown cutting board on the left.

To do this they will have to move on these boxes:  ,  ,  . Each of them contains a specific question for each of the topics represented:



Seasonality

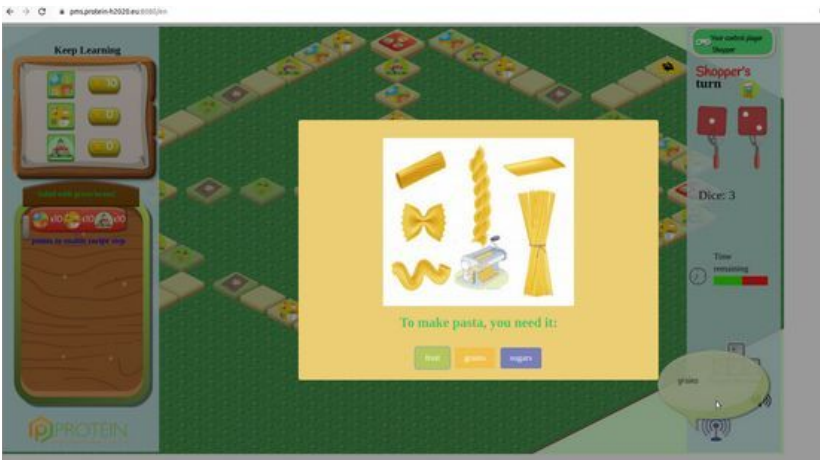


Foods and recipes

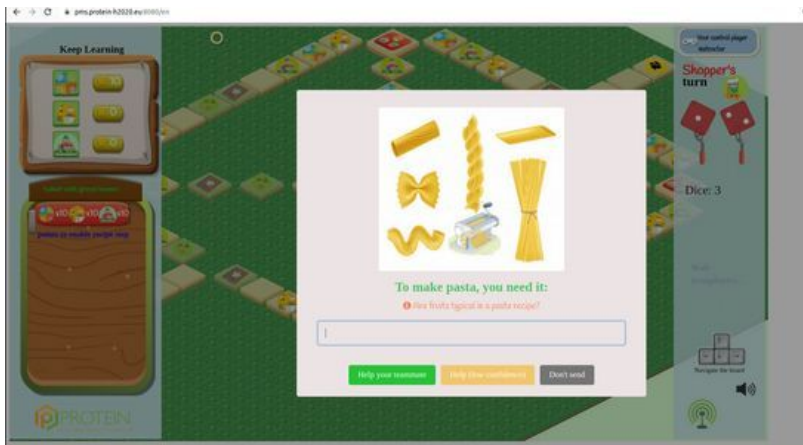


Nutrients and nutrition

For example:

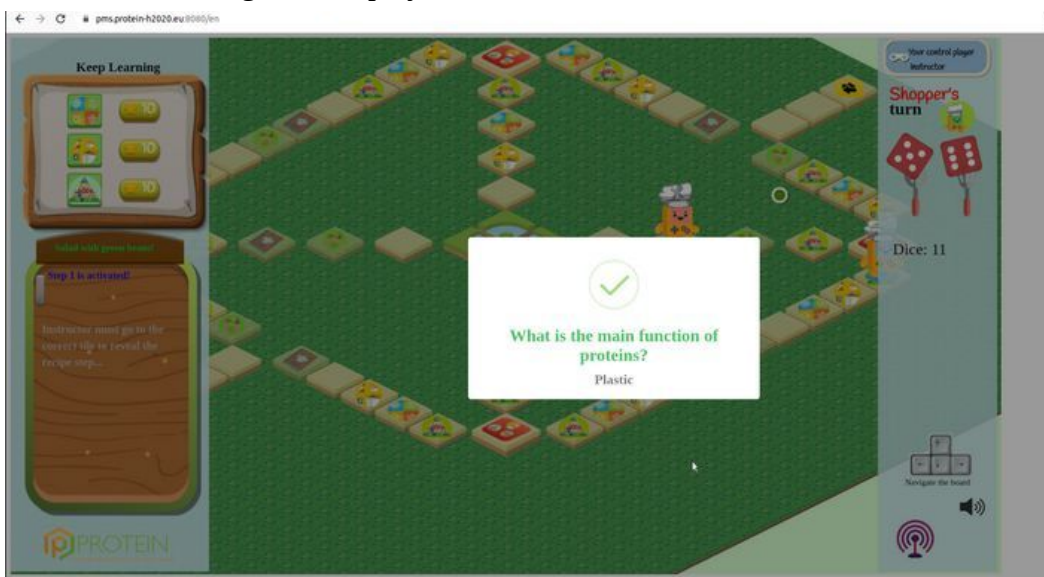


The game is entirely based on collaboration, so not only do the 3 characters accumulate points together, but players can help each other. The 2 non-active players see their partner's question on their screen and can suggest an answer.



As seen in the image relating to the question, the suggestion sent by the partners appears bottom right, in a balloon. If the suggestion is certain, the balloon will be green. If in doubt, the balloon is yellow.

When an answer is given, all players can read it:




GAME PHASE: COMPLETE THE RECIPE

Unlock the recipe steps:


The next steps of the game are shown on the brown cutting board on the left side of the screen. Once the students have obtained the necessary points, they will need to unveil the recipe. Each player takes turns to prepare the recipe, while the others continue to answer questions on nutrition.




When it is the turn of the **“Instructor”**, he/she will have to reach the box  and answer correctly. The recipe will thus be unveiled.

The **“Instructor”** will be able to see the whole recipe on his/her brown cutting board. He/she can support the other players in the following steps.

The **“Shopper”** will see the recipe with question marks replacing some of the ingredients, he/she

will have to move to the boxes  and answer correctly to the questions, thus obtaining the ingredients for the recipe.

The **“Cook”** will see the recipe with question marks replacing either the actions or the tools needed

to complete the recipe. The **“Cook”** will have to go to the boxes  and select either the actions or the tools necessary to complete the recipe.



When the answers are correct, the ingredient will appear on the player's mouse, and it will have to be dragged to its correct position on the cutting board. The progress of the recipe is displayed on the board:



The recipe consists of different steps. Once one step is completed, the players will receive a message and continue to collect the elements for the following step of the recipe.

The game is over when the recipe is completed.

Enjoy!