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VIDEO GAMES FOR GOOD

Digital Hunt

https://www.videogames4good.eu

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Duration:	40 - 45 minutes approximately
Age:	13 - 18 years old
Group size:	3 - 5 learners per team
Aim:	To familiarize learners with digital tools and platforms.
Objectives:	• Teach learners to navigate digital resources • Encourage teamwork and collaboration • Develop problem-solving skills
Material needed:	• Devices with internet access for each team. • Prepared list of tasks or items to “find” online (adjusted depending on the knowledge level of the group).

Teams of 3-5 learners compete to complete a series of tasks by using provided internet devices. Those tasks can be, for example, finding online tools with a certain specific function, finding articles that correspond the best to their keywords and checking their authenticity or learning different artificial intelligence platforms functions.

Workshop Structure

This interactive activity helps participants develop digital navigation skills while encouraging teamwork and creative thinking. Participants will tackle fun online challenges in a race against time, learning useful tips and tricks along the way.

1. Setup and preparation
Create a list of challenges or items to “hunt” online, tailored to the learners’ knowledge level and interests.
Examples:

- Find the first video game invented, when it was, who invented it and write a 3-sentence summary of the game
- Find which of these video game publishers have their headquarters closest to the public transportation: Square Enix, Nintendo, Sony.
- Use Google Maps to calculate the distance between the video game company “Nintendo” and “Ubisoft” headquarters.
- List three websites where you can learn coding for free.
- List three games that include in-game fundraising or charity support for real-world causes.

Scoring system example:

- Accuracy: correctness and quality of responses (up to 10 points).
- Speed: how quickly the task is completed (up to 5 points).
- Teamwork: collaboration observed during the hunt (up to 5 points).

Provide one device with internet access per team (laptops, tablets, or smartphones). Ensure Wi-Fi connection is reliable. Print or share digitally the task list with clear instructions.
Arrange seating for teams in a space where they can collaborate comfortably without overhearing others.

Workshop Structure

2. Introduction (5 minutes):
- Divide participants into teams of 3-5 members.
- Energize the group by explaining the activity's goal: "This is your chance to become digital detectives! Work together, complete tasks, and show off your navigation skills."
- Introduce the rules:
  - Stick with your team and complete as many tasks as possible within 30 minutes.
  - Use only the tools available on your devices.
  - No external help or switching teams is allowed.

3. The hunt (30 minutes):
- Distribute the prepared task list to each team.
- Start a countdown timer for 30 minutes.
- Encourage teams to strategize before diving into the tasks.
- Facilitators monitor progress, providing clarifications or small hints if needed, but avoid giving away answers.

4. Wrap-up (5-10 minutes):
- Collect and review completed tasks to calculate scores.
- Announce the winning team and celebrate everyone's efforts.
- Facilitate a short discussion with questions such as:

"What did you enjoy about the activity? Which task was the most challenging? What new digital skills or tips did you learn?"

Tips:
- Ensure all tasks are achievable within the time limit but challenging enough to promote active engagement.
- Be ready to assist teams if they encounter technical issues or misunderstand task requirements.
- Keep the atmosphere competitive yet supportive to encourage collaboration.
- Potential modifications:
- For younger or less experienced groups, simplify tasks and provide examples.
- For advanced groups, increase the complexity of tasks or require them to use multiple tools in a single task.

If devices are limited, have teams work on a shared device to emphasize teamwork.

References

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