



<b>Laika</b> <b>(on the trail of the golden bone)</b>	
 <b>Link to the Game</b>	<a href="http://buero.kunst-stoff.de:5500/">http://buero.kunst-stoff.de:5500/</a>
 <b>Promoter</b>	Polo Europeo Della Conoscenza (Italy)
 <b>Type of Game</b>	Online game – single player - narrative game
 <b>Target Age</b>	8-11
 <b>Language(s)</b>	English, Italian, Greek, Spanish
 <b>Prosocial Value(s)</b>	Personal relations Communication Empathy Accept difference Ethics
 <b>Prosocial Skill(s)</b>	Communicating with others Identify and express feeling and emotions Be empathetic Identify social cues Problem solving Taking turns
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>› <i>Direct</i>: Learn to make assumptions collecting information and test hypothesis</li> <li>› <i>Indirect</i>: Keep attention to the others and their reactions</li> <li>› <i>Inter and cross-disciplinary</i>: Improve vocabulary</li> <li>› <i>Psychological, sociological, prosocial</i>: Keep attention on the reaction of the other; Learn to ask questions; Learn about the others interest; Improve social skills</li> </ul>



 <p><b>Description of the games</b></p>	<p>The game take place in a dog park. The protagonist is a detective dog (Arthur) that have to find who stole the Golden Bone. The player as Detective Arthur has to find out what happened by interviewing four dogs with different personalities, understanding their feelings, relations, and motives and approaching them accordingly.</p>
 <p><b>Equipment Needed</b></p>	<p>The game can be played on</p> <ul style="list-style-type: none"> <li>- Computers with at least core i3 and 4Gb ram</li> <li>- Tablets with 2Gb ram</li> </ul> <p>The minimum bandwidth required is 2 Mbps per machine</p>
 <p><b>Description of The Activity</b></p>	<p>The player collects clues by clicking on certain objects in the park. These clues will be used to trigger dialogues with the dogs investigated and thereby get more information about the dogs (knowledge cards) and the case (notes cards). The knowledge cards will be used during assignment tests where the player has to correctly assign preferences and aversions of the characters they learned about before. At certain points throughout the game the player has to choose one out of three statements to approach the character appropriately based on what they learned before to progress in the game.</p> <p>The game is divided into 4 successional episodes, each one focusing on one of the four game characters and her troubles. The episodes are meant to be played in the intended order completely.</p>
 <p><b>Timing</b></p>	<p>Each session can last from 15 to 30 minutes.</p>
 <p><b>Images or Other Documents</b></p>	 <p>The screenshot shows a colorful dog park environment. At the top, there's a navigation bar with 'Obstacle Course' (1/5) and 'Trust Paw'. A dog character is in the center, surrounded by various objects. A speech bubble says: "Sniff... The tracks reveal that four dogs were here in the park last night: Caro, Lilo, Sue and Bruno. I'm going after these four...". Below this, there are 'Dog Tracks' and 'Notes' cards. A 'Knowledge Cards' section is visible, with a question: "What does Caro like?". Another speech bubble says: "Assign the Knowledge Cards correctly and confirm with 'Steady'".</p>



 <b>Other Relevant Links</b>	<a href="http://www.prosociallearn.eu">www.prosociallearn.eu</a>
 <b>Tips and Tricks</b>	<p>The dialogues are well written the children may need longer time to read all the sentences.</p> <p>It is possible to let two children play on the same device, in this way they will have to discuss the choices and they can read the dialogues in a sort of role playing, improving their expressive reading.</p>
 <b>Source</b>	Developers: <a href="http://madaboutpandas.de/">http://madaboutpandas.de/</a>

