












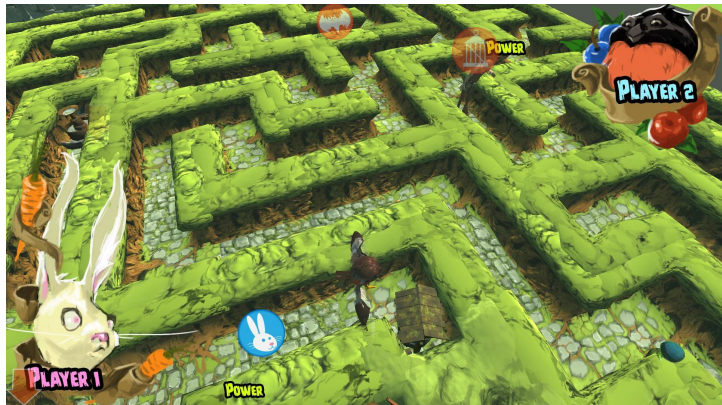






Season's Soup	
 Link to the Game	http://prosociallearn2.atosresearch.eu/content/seasons-soup
 Promoter	Polo Europeo Della Conoscenza (Italy)
 Type of Game	Online game – multiplayer (2 players) - escape game
 Target Age	7-10
 Language(s)	English, Italian, Greek, Spanish
 Prosocial Value(s)	Communication Help each other Ethics Gratitude
 Prosocial Skill(s)	Communicating with others Perspective taking Self-control Set goals and plans Ask for help / Help the others
 Objectives	<ul style="list-style-type: none"> ‣ <i>Direct:</i> Space orientation ‣ <i>Indirect:</i> Improve literacy ‣ <i>Psychological, sociological, prosocial:</i> Lear how to communicate
 Description of the games	<p>The two players are a rabbit and a bird captured by a Duchess and her giant servant as key ingredients to cook up the Season's Soup to be offered to a Prince, during the annual Midsummer Festival.</p> <p>The two players have to find the way out through the castle maze helping each other: the bird can see the way flying, the rabbit can free him when caught by the giant guarding the maze.</p>
 	<p>The game can be played on computers with at least core i3 and 4Gb ram and a graphic card able to support 3D games.</p>



Equipment Needed	The minimum bandwidth required is 5 Mbps per machine.
 Description of The Activity	<p>The objective of the game is to move the Bunny through the maze to the other side and escape together with the Bird.</p> <p>The Bird sees the maze from the air and will be able to guide the Bunny that moves on the ground.</p> <p>Both need to avoid dangers, and need to communicate with each other during the game in order to win together.</p> <p>In the middle of the game the roles are reversed: the Bunny player takes the role of the Bird and vice versa. It is a 2 player social game in which the 1st player gives instructions to the 2nd player who in turn asks further questions and instructions, and viceversa.</p>
 Timing	The game can last 30 minutes depending on the ability of the players to find the way out.
 Images or Other Documents	 
 Other Relevant Links	www.prosociallearn.eu



Developers: Aniway (<http://www.aniway.fi/>)

