



CSI Agóra

Dear Teacher! Dear Team Leader!

When designing our game called “CSI Agóra” we aimed at taking advantage of the opportunities offered by digital technology, and creating an exciting, dynamic program that conveys knowledge outside the walls of the classroom.

During the adventure at Agóra Science Centre the youngsters working in small groups solve a crime: someone stole an extremely valuable invention and the perpetrator must be identified by using the evidence left behind by a detective who has disappeared under mysterious circumstances. The players try to find clues from station to station by solving tasks.

The thrilling investigation and teamwork guarantee the superb social experience. Players can find the information they need to solve the tasks by using Agóra’s interactive tools. The goal is to identify the perpetrator by the end of the tour. One of the novelties of this activity is its format. Participants receive all the information and tasks on their phone through an application by reading QR codes. After downloading the game, the application will display the game interface and the one-hour adventure begins.

Instructions for the ideal game experience:

Recommended group size: 3-7 people

Recommended age: 13-18 years

Estimated game duration: 60 minutes

Required tools: smartphone (with charged battery), pencil or pen and the list of suspects, which will be received in Agora together with the QR code starting the game.

Before the game:

Before the game begins, players can download the Action Track app from the Google Play Store or the App Store. A QR code giving access to the game is provided on site.

Processing the game

After the game, the experiences and the acquired knowledge can be discussed within the framework of a class. In the class they discuss the experience gained during the adventure and the background knowledge needed to solve the tasks.

Working in groups they create a scenario for another possible investigation connected to the loose end of the story. Then they perform the stories and evaluate those together. In the course of these tasks they have to use their scientific knowledge, logic and also the experience gained in Agora.

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Erasmus+

