

### Form No. 1: C-Game pilot report

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| **No.** | **Item** | **Fill in verbally or numerically, or circle the answer** |
| **1** | **Country** |  |
| 1.1 | City |  |
| 1.2 | Date |  |
| **2** | **Pilot group verification activity was held in:** | **---** |
| 2.1 | * basic school
 | Yes / No |
| 2.2 | * secondary school
 | Yes / No |
| 2.3 | * in a children's / youth organization, institution, club
 | Yes / No |
| 2.4 | * in another organization (specify):
 |  |
| **3** | **Numbers of pupils** | **---** |
| 3.1 | Numbers of pupils in age groups | * aged less than 9 years:
* aged 10-11:
* aged 12-13:
* aged 14-15:
* aged 16-17:

- more than 18: |
| 3.2 | Numbers of pupils according their sex | * males:
* females:
 |
| **4** | **Facilitators** | **---** |
| 4.1 | Total number of facilitators involved:- of which acting: |  |
| 4.2 | * in basic school
 |  |
| 4.3 | * in secondary school
 |  |
| 4.4 | * in a children's / youth organization, institution, club
 |  |
| 4.5 | * in another organization (specify):
 |  |
| 4.6 | Number of working positions of facilitators: | * educational counsellors:
* career guidance counsellors:
* teachers:
* members of a youth organization:
* external lecturers:
* others:
 |
| **5** | **Pupils´ preparation before the game** | **---** |
| 5.1 | The length of preparation of students for the game in minutes: |  |
| 5.2 | Was the game projected on the screen / board for the pupils? | Yes / No |
| 5.3 | Did you introduced the game to pupils? | Yes / No |
| 5.4 | Did you explain to pupils the principles of the game? | Yes / No |
| 5.5 | Did you speak with pupils before the game about choosing a profession? | Yes / No |
| 5.6 | Did you explain pupils the Holland's typology of professional orientation? | Yes / No |
| **6** | **The course of the game (in minutes)** | **---** |
| 6.1 | The average length of the pupils' game |  |
| 6.2 | Length of group discussion after the game |  |
| **7** | **Used digital equipment** | **---** |
| 7.1 | Numbers of digital equipment used | * desktop computers:
* notebooks:
* tablets:
* mobile phones:
 |
| 7.2 | Proportion of pupils per digital device | * single game: %
* game in pairs: %
* game in triplets: %
 |
| **8** | **Guided group interview led by a facilitator** | **---** |
|  | ***a) The game as a whole*** | **---** |
| 8.1 | Do you like the game? |  |
| 8.2 | Was it easy to use the game? |  |
| 8.3 | How long did it take you to understand the principle of the game? |  |
| 8.4 | How many of you have read the instructions on how to proceed with the game? |  |
| 8.5 | Did you enjoy it? |  |
| 8.6 | The game will have three levels. Would you like to play the next level of the game? |  |
| 8.7 | Will you show the game to someone outside this group? |  |
| 8.8 | Will you return to the game from home? |  |
| 8.9 | What could be improved in the game?  |  |
| 8.10 | What did you did not like in the game? |  |
|  | ***b) The City*** | **---** |
| 8.11 | Do you like city graphics? |  |
| 8.12 | Do you like the layout of buildings in the city? |  |
| 8.13 | How do you like the colours used? |  |
| 8.15 | Is the font size good and readable? |  |
| 8.16 | Did you understand to all instructions? |  |
| 8.17 | What could be improved in the city? |  |
| 8.18 | What did you not like about the city? |  |
| 8.19 | What is missing in the city? |  |
|  | ***c) Card of the building*** | **---** |
| 8.20 | Is the information on the building card clear? |  |
| 8.21 | Are you missing any information on the card? |  |
| 8.22 | What could be improved here? |  |
|  | ***d) Card of the occupation*** | **---** |
| 8.23 | How do you like the content of occupations´ cards? |  |
| 8.24 | Did you read some information on the occupation´s card? |  |
| 8.25 | Would you like to learn more about the occupation? |  |
|  | ***e) Filling of vacancies*** | **---** |
| 8.26 | How did you like the communication when filling the vacancies? |  |
| 8.27 | Were the questions clear? |  |
| 8.28 | When did you start noticing that your population is growing? |  |
| 8.29 | Are you wondering how much population someone else managed to reach? |  |
|  | ***f) Dashboard*** | **---** |
| 8.30 | Did you find the information hidden in the upper right corner next to your nickname? |  |
| 8.31 | Is the information about the course of the game on dashboard clear? |  |
| 8.32 | What could be changed on dashboard? |  |
| 8.33 | What's missing on the dashboard? |  |
| **9** | **Feedback from the facilitators: Pupils´ opinions** | **---** |
| 9.1 | What did the pupils ask before the game? |  |
| 9.2 | How did the pupils behave while playing?  |  |
| 9.3 | Were pupils communicating with others during the play? |  |
| 9.4 | What did the pupils ask during the game? |  |
| 9.5 | What did the pupils ask about after the game? |  |
| 9.6 | Were the pupils interested in occupations recommended by the game? |  |
| 9.7 | What was pupils´ opinion on the choice of these occupations? |  |
| **10** | **Feedback from the facilitators: Own opinions** | **---** |
| 10.1 | What is your opinion on the game? |  |
| 10.2 | Does the game have the potential to help students choose an occupation? |  |
| 10.3 | What else could the game contain? |  |
| 10.4 | What do you like about the game? |  |
| 10.5 | What do you dislike about the game? |  |
| 10.6 | What should we do better? |  |
| 10.7 | Do you have some other comments? Feel free to let us know them! |  |