



Co-funded by the  
Erasmus+ Programme  
of the European Union



Project Career guidance game in a city full of occupations No 2019-1-CZ01-KA201-061204

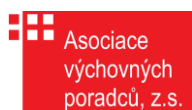
---

# C-Game guide for facilitators

---

## C-Game project, O4-1

Prague, November 2022



---

## 1 Welcome

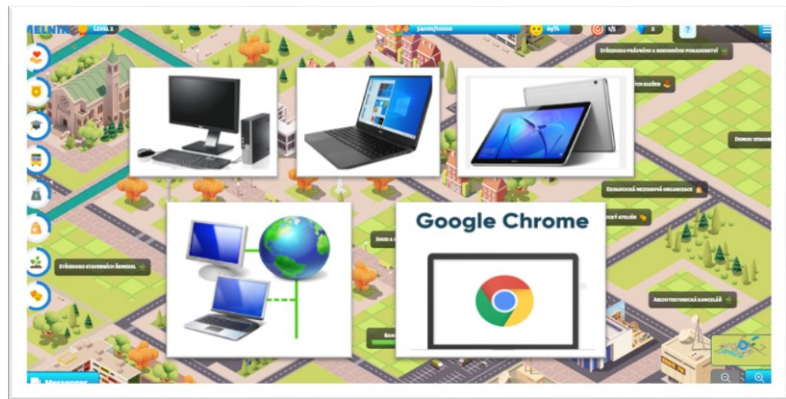
---

You are opening the C-Game guide for those who want to:

- monitor the progress of the pupils' game,
- use the game as a basis for individual and group discussions to encourage pupils to think:
  - your career path,
  - choosing professions that the game recommended for them to consider,
  - occupations that would be recommended to students by their classmates, parents, friends, etc.,
  - what must work in the city to make its residents happy.

C-Game was created as part of the ERASMUS+ project and is intended primarily for pupils aged 12-14.

C-Game is free, online, publicly available and playable on desktops, laptops and tablets with a good internet connection and Google Chrome browser.



---

## 2 Pupils' game

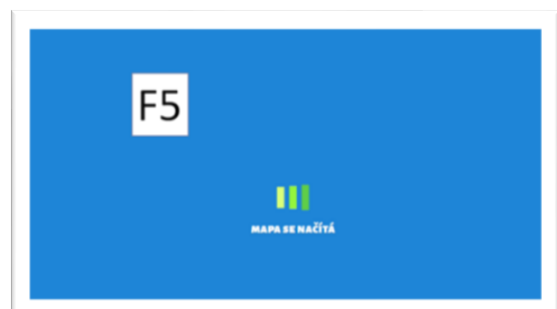
---

Most students aged 12-14 do not need to be instructed in the game, they move intuitively in the online environment. Just give them the web address of the game:

<https://play.c-game.eu/>

We recommend that you browse the Game Guide for Pupils with others. And you, whom we call "facilitators" in this guide, are encouraged to try the game and reach at least level 2 in it.

The game's graphics are high resolution and usually take a while to load. "Freezes" often occur with fluctuating internet connection speeds. It is recommended to use the "F5" function key to restore the connection and reload. Teach students to use this function key as well.



---

### 3 Entry to the game

---

Entry into the game (registration) is possible in three ways:

- 1) **By e-mail and password:** the system saves both information and automatically sends a new one if the password is forgotten. With each entry, the player enters the played game.
- 2) **Student code:** its acquisition is described in the following chapter. The code cannot be called from the game. With each entry, the player enters the played game.
- 3) **As a guest:** you cannot return to a played game.

---

### 4 Facilitators' „back office“

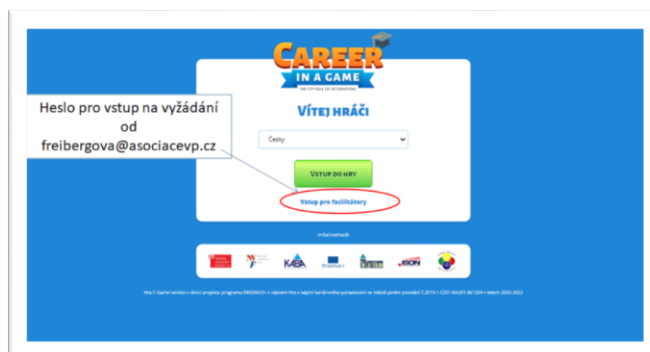
---

If you want to monitor the progress of a group of pupils, the first step is to request a password for entering the so-called facilitator's back office at the address [freibergova@asociacevp.cz](mailto:freibergova@asociacevp.cz) . We will manually enter you into the system, which will send you a password from the address [info@c-game.cz](mailto:info@c-game.cz) .

The facilitator's back office can be entered from the opening screen of the game (see image).

After entering your email and password, you have the option to enter a class. You can create as many classes as you need.

50 students can be added to each class. For the protection of personal data, please enter only the initial letter instead of the last name.



After entering students, student codes (a six-digit combination of letters / numbers) will be generated in the "Students" tab, which you can print out via the print screen and hand out to the students before the game.

If you have created several classes, you can easily select only the students of one class if you write the name of the class in the box under the inscription "Class".

Vytvořeno	Jméno	Příjmení	Kód	Třída
30. 8. 2022	Kamila	B	YVHBLU	8a. 1. skupina
16. 5. 2022	Petra	K	VCUDZF	8a. 1. skupina
16. 5. 2022	Jaroslava	K	R35442	8a. 1. skupina
13. 9. 2022	Petr	K	A1P11S	8a. 1. skupina
16. 5. 2022	Petr	N	D2G1P8	8a. 1. skupina
19. 9. 2022	Kamila	S	ZVIAE1	8a. 1. skupina

The windows in the "Cities" tab have the same functions, where you can filter both classes and individual students. Each city listed here was built by one player, while each player can build multiple cities.

In the "Cities" tab, you can monitor what level the students are at, the population reached, satisfaction, the number of buildings built and vacant jobs (occupations) filled.

Název města	Úroveň	Populace	Spokojenost	Počet budov	Počet povolání
Mělník	2	51585	59.36	33	157

By clicking on the city in the "Buildings" tab, you will get an overview of how the student answered the quiz of the 1st level of the game. In the "Occupation" tab are the student's opinions on the performance of the occupation.

---

## 5 Feedback after the game

---

**Feedback after the game is more important than the game itself.**

For individual and group discussion to evaluate the Game Level 1 Quiz and Picture Test, find information on **Holland's Typology of Personality and Work Environment**. Without knowledge of this typology, you should not discuss the test result with the students. In the game, there is a brief description of the typology in the "Your interest profile" tab, which opens to students only after all the buildings in the 1st level of the game have been built. For this reason too, it would be good if you finished the game until you opened the "Your Interest Profile" tab.

Available sources:

... Ivo and Athanasios: put here some sources on Holland typology in your language.

---

## 6 Scenarios for group work

---

### 6.1 Number of city population

---

Goal: Motivate students to play and reach the highest possible number of inhabitants.

Pupils in groups propose where and how the numbers of the city's inhabitants will be recorded.

- 1) Pupils determine the target population.
- 2) Pupils come up with a bonus for whoever wins.
- 3) Pupils create a list of players and post it on the bulletin board, or make a shared table on Google Drive.
- 4) Each player updates the population of their city at least once a week.
- 5) Pupils announce the winner, who will receive a bonus.

### 6.2 Missions

---

Goal: Motivate students to play missions.

Method:

- 1) Pupils are tasked with completing 5 missions.
- 2) Pupils compete to see who can complete the mission flawlessly.

### 6.3 Your interest profile

---

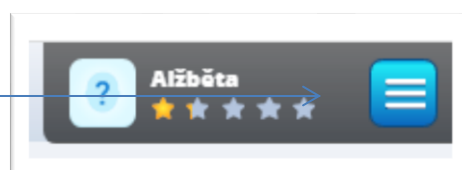
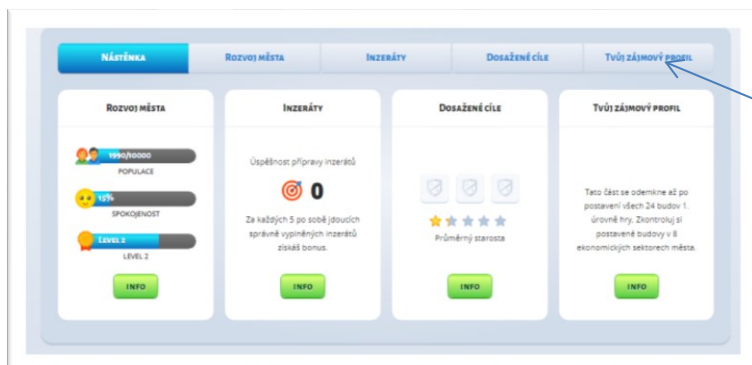
Objective: Pupils will become familiar with Holland's typology of personality and work environment.

Method:

- 1) Pupils finish the game so that the "Your interest profile" tab opens.
- 2) Pupils fill in the worksheet "Your interest profile" (see next page).
- 3) Pupils in groups draw 6 RIASEC letters on a sheet of paper and also write on it the main characteristics of people, which are given in the explanation of Holland's typology of personality and work environment, and hang them around the classroom so that a group of pupils can fit them.
- 4) Pupils cluster to the letters according to which letter they found to be the strongest in the order of the Picture Test.
- 5) Pupils read the characteristics of the people and discuss whether the characteristics fit them.
- 6) The group chooses a speaker who will tell the plenary how many pupils expressed a positive opinion about the result of their Picture Test.

## ➤ "Your interest profile" worksheet

To fill out this worksheet, you need to open the "Summary of information about your game"



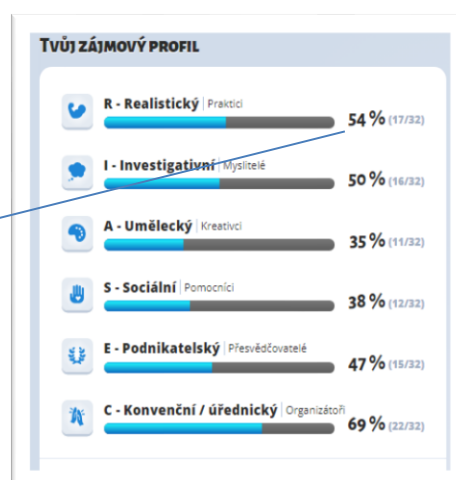
and then "Your interest profile".  
If you can't open it, you need to build the remaining buildings of the 1st level of the game and fill a few vacant jobs.

The results of "Your interest profile" are described in the following tables.

Here's a demonstration of how to do it:

Achieved %					
R	I	A	S	E	C
54	50	35	38	47	69

Letter order					
1	2	3	4	5	6
C	R	I	E	S	A



### Game Level 1 Quiz Result

Achieved %					
R	I	A	S	E	C

Letter order					
1	2	3	4	5	6

### Image test result

Achieved %					
R	I	A	S	E	C

Letter order					
1	2	3	4	5	6

Do the results of both tests match or are they very different?