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

C-Game guide for pupils

C-Game project, O4-2

Prague, November 2022



Welcome player!

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

It doesn't matter if you have more or less.

C-Game is available at:

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

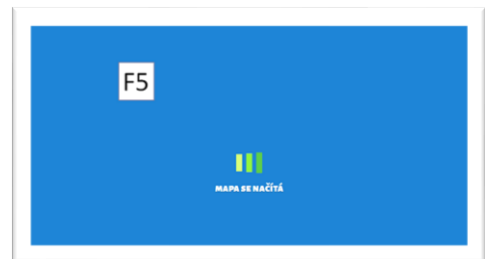
C-Game is a free, online, publicly available career guidance game that can be played on desktops, laptops and tablets with a good internet connection and the Google Chrome browser.



The game's graphics is developed in high resolution which usually takes a while to load.

"Freezes" often occur with fluctuating internet connection speeds.

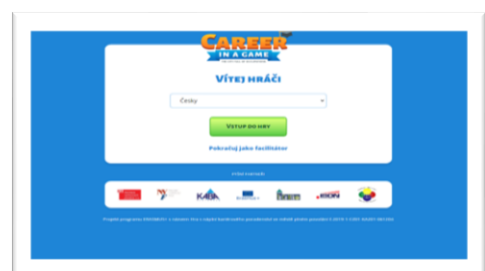
Use the "F5" function key to restore connection and reload the game.



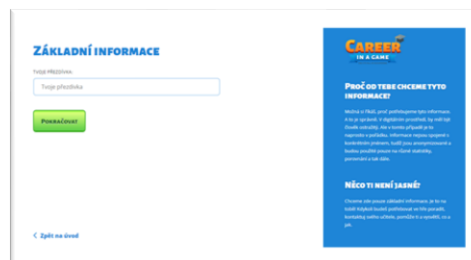
Entering the game

You can enter the game in three ways:

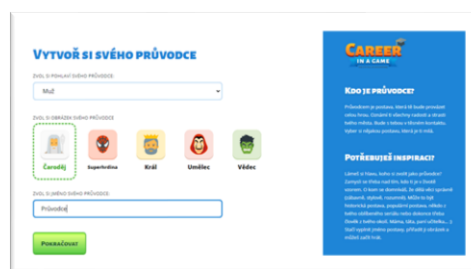
- 1) **Using e-mail and password:** the system saves the e-mail and password. If you forget the password, you can request a new one. It is sent automatically immediately. Repeated use of the e-mail guarantees entry into your game again.
- 2) **Using pupil's code:** you can get the code from an adult who has access to the facilitator environment.
- 3) **As a guest:** the played game is not saved and lost.



Come up with a nickname.



Choose your guide and give him a name.



Name the city you will build.

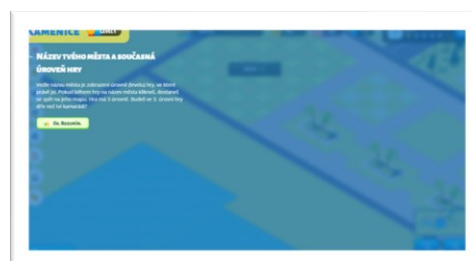


And you're in the game.
You are offered to watch a short tutorial or skip it.

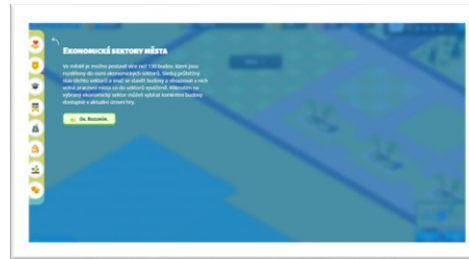


Online tutorial

In the tutorial, there are short descriptions of game elements, such as the name of your city and the level you are in.



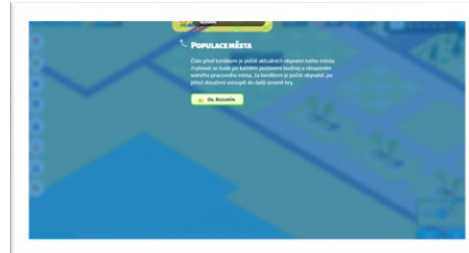
If you click on any of the 8 images of the city's economic sectors in the game, you will learn which buildings belong to it in the given game level, and you can easily recognize which of these buildings you have already built.



There are two numbers near the girl and boy headers. The number before the slash indicates the number of inhabitants obtained (at the beginning of the game there is a zero).

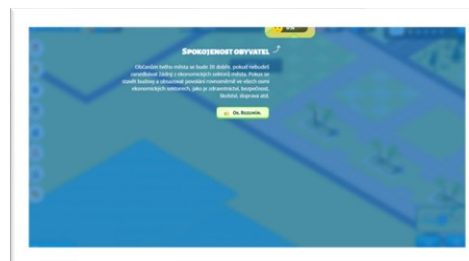
100 residents are automatically added to you for each building you build, and 10 residents for each vacant job you fill.

The number after the slash is the minimum number of inhabitants to enter the next level of the game.



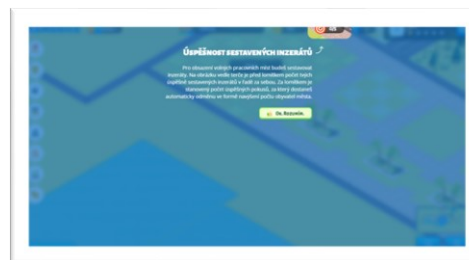
The success of the game is also measured by satisfaction of the residents.

Develop the city equally in all 8 economic sectors and the satisfaction of the residents will increase.



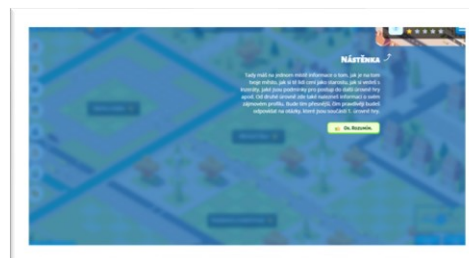
A mini-game is waiting for you here.

If you manage to successfully fill a row of five consecutive vacancies, you will gain 10 more residents.

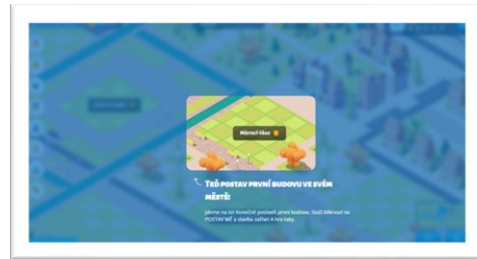


The blue button with three white stripes opens "Dashboard" with information about the progress and results of your game.

You will find out what the "Dashboard" hides below.



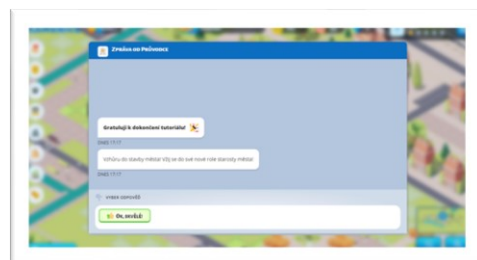
The tutorial ends with your first built building.



Dialog with your guide and Job Server

Your guide will communicate with you during the game through such dialogue windows.

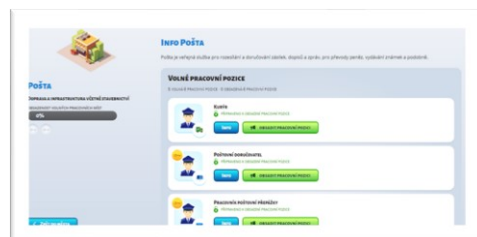
The Job server will communicate with you in the same way when filling vacancies.



There are 136 buildings in the game and each of the buildings has its own card.

You will learn from it which institution or company is located in the building, and which vacancies are available there.

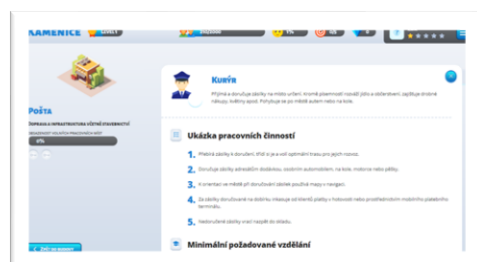
There is information about which economic sector the building was assigned to and the percentage of filled vacancies.



There are 609 vacancies in the game.

Each vacancy has its own card containing basic information about the given occupation: work activities, minimum required education, a sample of work subjects and examples of personal requirements and skills.

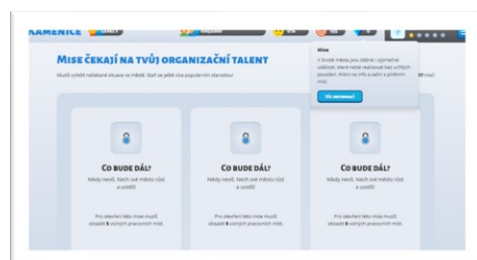
This information is used by the Job Server when filling a job vacancy.



Missions

Every time you fill 5 vacancies, you will be offered a mission to complete.

You can find the missions under the diamond image in the upper right.



In the missions, your task is to move the offered available occupations to the field with the corresponding job description.



Dashboard: Summary of information about your game

"Dashboard" contains detailed information about your game.

There is information about the number of inhabitants and their satisfaction.

Here you will also find an overview of how you fulfil the individual economic sectors of the city.



An important part of the dashboard is "Your interest profile", which opens only after you have built all 24 buildings in the 1st level of the game and filled several vacancies.



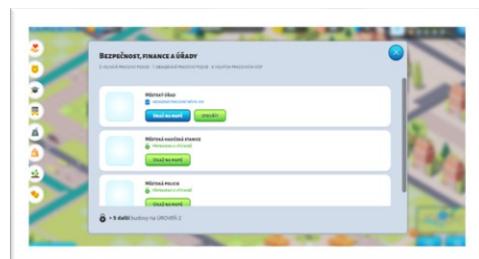
You can start playing. We have the following special tasks for you:

1) Task:

Find out which buildings you haven't built yet: step by step click through all 8 economic sectors of the city.

You can recognize the constructed building by the blue "Show on map" button.

Above the blue button, you can also see information about how many jobs are occupied and how many are available in the given building.



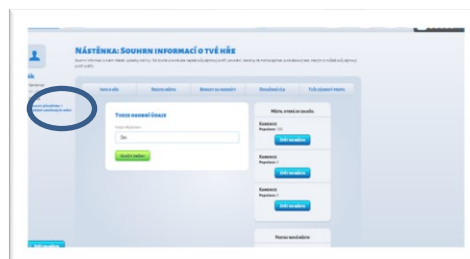
2) Task:

Build all the buildings of the 1st level of the game and fill some vacancies to open up the 2nd level of the game.



3) Task:

In the "Dashboard" click on "Edit nickname + overview of established cities" (in the middle of the blue circle) and check how many cities you have built.



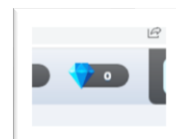
4) Task:

In the "Dashboard" open the "Achievements".
The achievements are automatically filled here. The green ones are already reached, the white ones are open for you, the grey ones are still closed.
Turn white achievements to green = build buildings that are missing.



5) Task:

Click on the diamond image and play at least 2 missions.



6) Task:

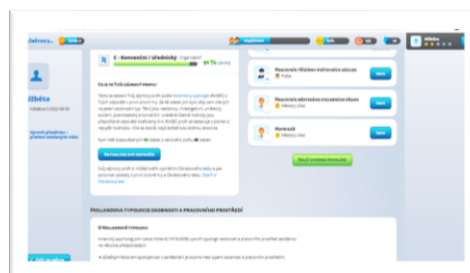
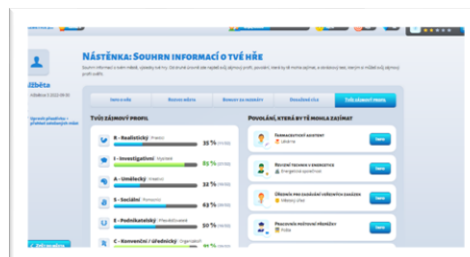
Open "Your interest profile" in the "Dashboard" and explore it.

You can see blue and green sliders next to the six letters. This is an evaluation of the quiz you answered in the first game level.

To understand what the letters mean, read Holland's typology of personality and work environment carefully.

Click the blue "Update your answers" button and go over your answers to the Level 1 Game Quiz to match how you feel it as much as possible.

Look at how the sliders were recalculated and rewrite the indicated percentages in the table marked "Achieved %" under the individual letters.



Then rewrite the order of the letters in the adjacent table named "Order of letters". Under "1", write the letter that received the highest percentage. Under "6", write the letter that received the least percentage.

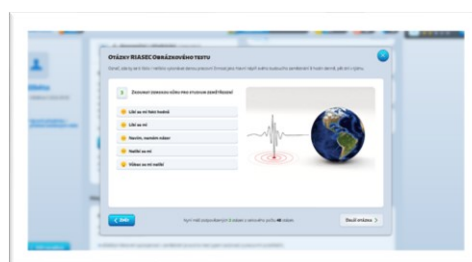
Achieved %						Order of letters					
R	I	A	S	E	C	1	2	3	4	5	6

7) Task:

Open again "Your interest profile" in "Dashboard".

At the bottom below the blue button "Update your answers" is written in blue "Open Image test". Click on this blue heading.

Take the Image test and transfer its results to the following tables, in the same mode as in the previous task:



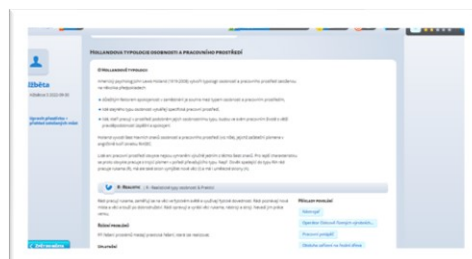
Achieved %						Order of letters					
R	I	A	S	E	C	1	2	3	4	5	6

8) Task:

Let someone check the tables from tasks 6) and 7) to see if they are correct. If you are at home, ask one of the parents to look at both tables with you.

Also, ask the parent to read the chapter on Holland's typology and discuss it with you.

If you're at school, you'll definitely discuss the results of both tables, and your teachers will check them and explain what they mean in terms of your interest profile.



Thanks for your time C-Game!

We wish you the best of luck and a happy choice of high school!

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