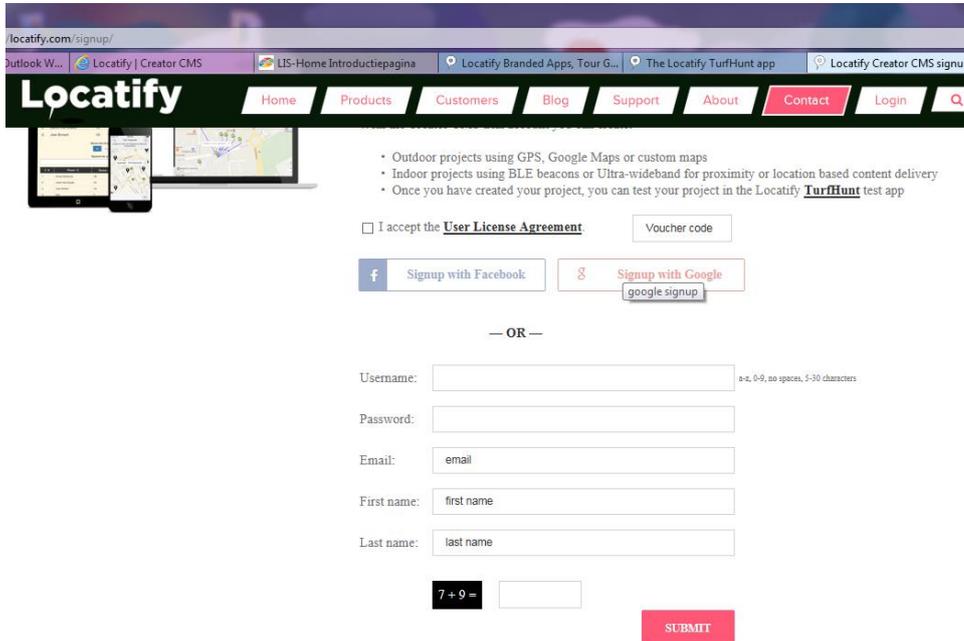


Your presentation/ description should include the following parts:

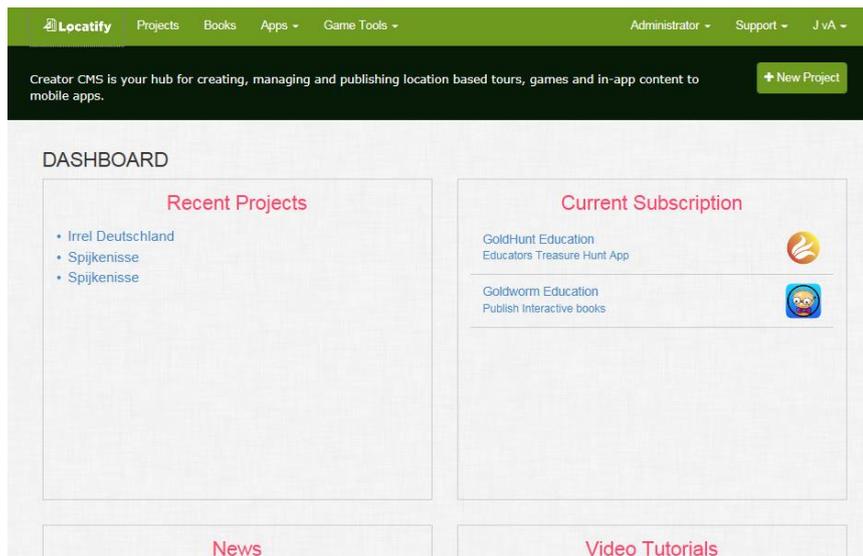
1. Short description/ presentation of the app

The log in manual is very easy. You can connect with Facebook or login with a username. I did the log in with the username because off the Voucher Code: MYGIFT



The screenshot shows the Locatify website's signup page. At the top, there is a navigation bar with the Locatify logo and links for Home, Products, Customers, Blog, Support, About, Contact, and Login. Below the navigation bar, there are three bullet points describing the app's capabilities: outdoor projects using GPS, indoor projects using BLE beacons, and a test app called TurfHunt. The main content area contains a checkbox for accepting the User License Agreement, a Voucher code field, and buttons for signing up with Facebook and Google. Below these, there is a section for creating a new account with fields for Username, Password, Email, First name, and Last name. A CAPTCHA challenge (7 + 9 =) and a SUBMIT button are also visible.

To proceed you have to verify the link in your E-Mail. If that's done, you will go to this screen.

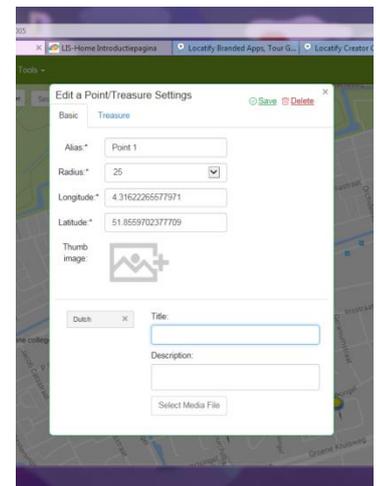
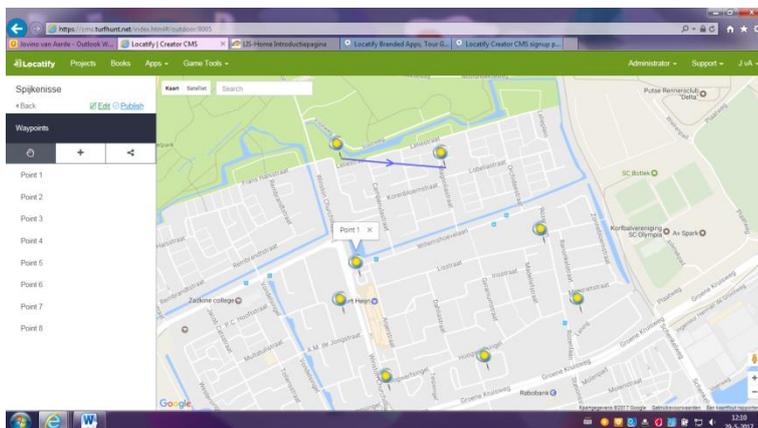
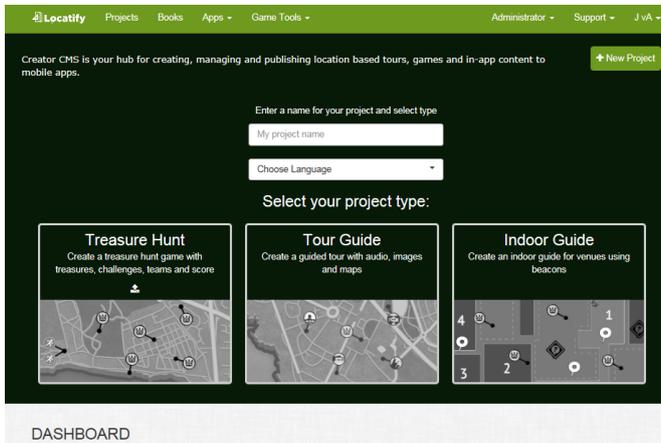


The screenshot shows the Locatify dashboard. At the top, there is a navigation bar with the Locatify logo and links for Projects, Books, Apps, Game Tools, Administrator, Support, and J vA. Below the navigation bar, there is a section for creating, managing, and publishing location-based content, with a + New Project button. The main content area is divided into four sections: Recent Projects, Current Subscription, News, and Video Tutorials. The Recent Projects section lists three projects: Irrel Deutschland, Spijkenisse, and Spijkenisse. The Current Subscription section lists two subscriptions: GoldHunt Education (Educators Treasure Hunt App) and Goldworm Education (Publish Interactive books).

Here you see on the left side the projects you will make or have made already.

2. manual/ how to create a scavenger hunt with this tool

On the picture above you see “+New project” If you click there you will go to the page where you can start to make your own project. That looks like this. Now you can choose, the name of the project, the language and which game you want to organise. I clicked on the Treasure Hunt, you can search in “Google Maps” to the place where the Treasure Hunt will take place and place pins on the points of the treasures. On the picture right you see, where you can put the description of the treasure or what you want to ask the student.



3. Create at least two scavenger hunts, attach the files and add screen-shots

You can see above.

4. Test them with your students, write a short report what worked well/ what was difficult

This part was the hardest part. Not every student was able to download the app or the game. I had to do it with a smaller group of 5 students. The game theme was about our city Spijkensisse. They walked across the “most interesting” things you can see in Spijkensisse and had to do many challenges or activities. I did not like the app, because in my opinion it is difficult to make a good project. I did not know a very good goal what to accomplish. The other part, most of these apps are in English and that makes it harder as well.

5. Give ideas for subjects/ fields where you can use scavenger hunts in class

To let new students used off the school

6. Hints/ Useful tips for the implementation in class

7. List of references (links)

<https://locatify.com/>

