byDefault
https://bydefault-project.eu

Training students on personal data protection:

The AR physical digital game Tzimanious

Simos Retalis
(retal@unipi.gr)

ΑΡΧΗ ΠΡΟΣΤΑΣΙΑΣ ΔΕΔΟΜΕΝΩΝ

ΠΑΝΕΠΙΣΤΗΜΙΟ ΠΕΙΡΑΙΩΣ
UNIVERSITY OF PIRAEUS

ICT abovo
Information & Communication Technologies

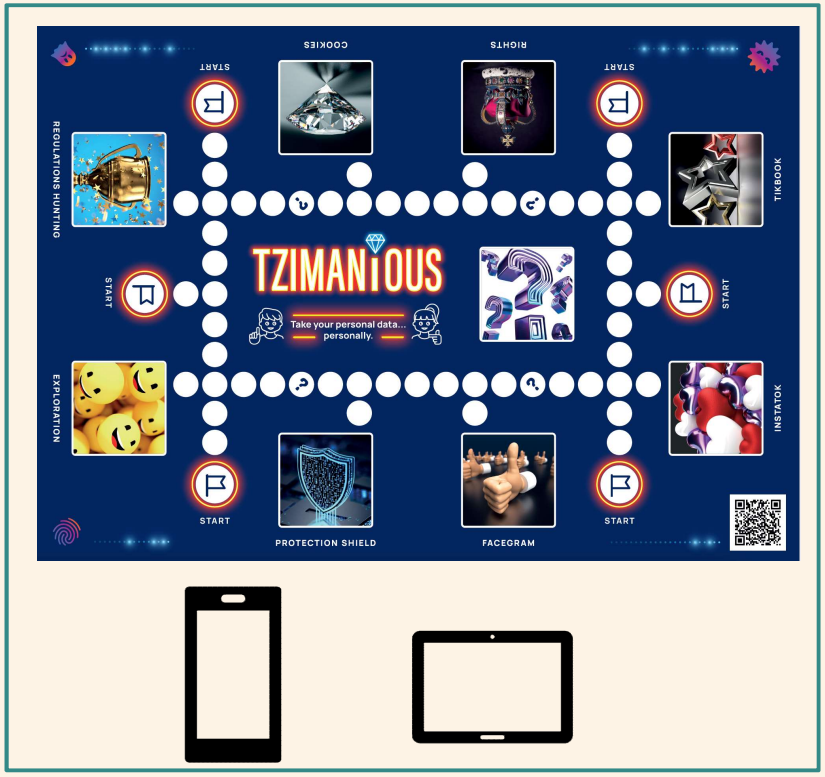
Funded by
the European Union

Contents

01 About the Tzimanious game

02 Applying Tzimanious in classroom

Scope



The aim of the game is to help children understand ways to protect their personal data in an attractive way

The game must be used in combination with lecturing about personal data.

Game Elements

2 – 6 players

10+ years old

Duration: 45’

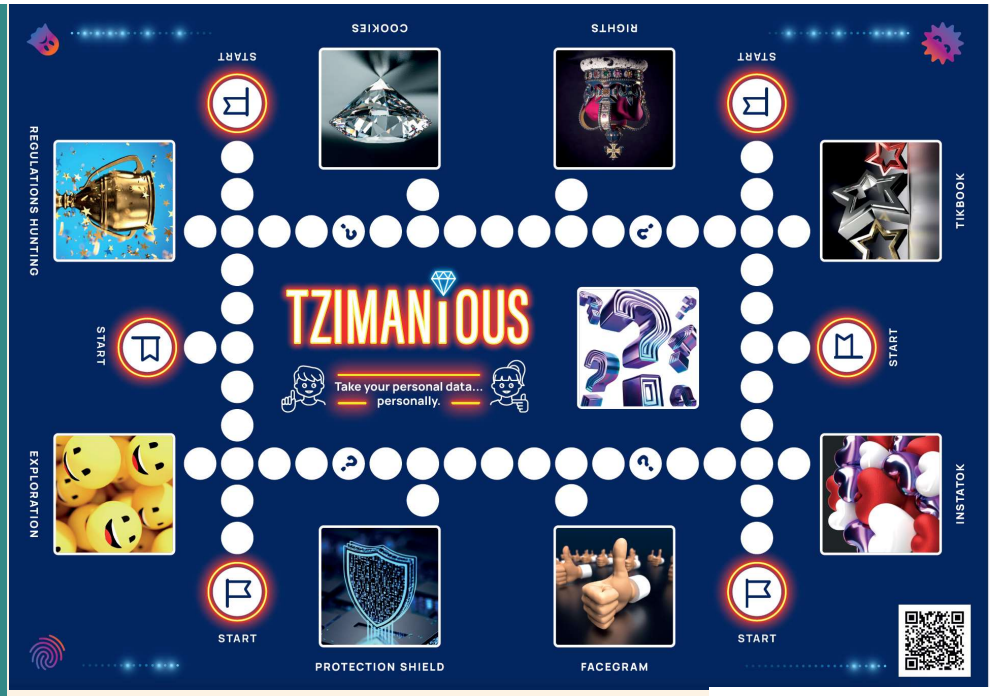
6 pawns

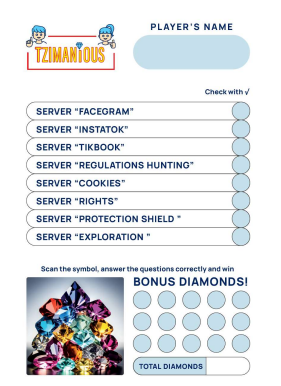
1 die

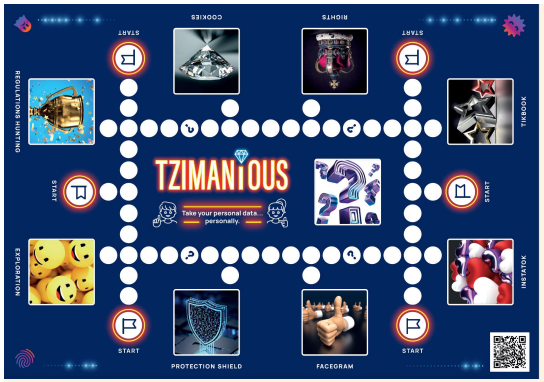
notebook

Flow of the game

The objective of each player is to navigate their pawn through all eight game stations, answering the questions correctly at each station.
Players can earn diamonds for each correct answer.
Additionally, there are bonus questions at certain spots on the board, offering extra diamonds.
The winner is the player who successfully completes all stations and collects the most diamonds.







Game stations

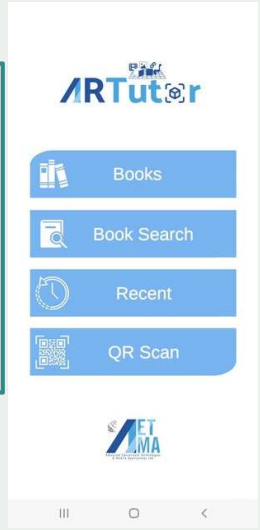
The 8 stations of the game

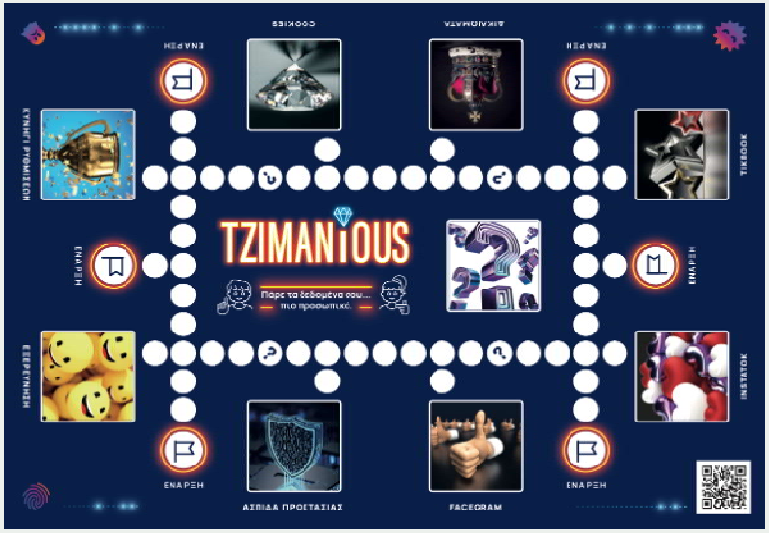
- Instatok
- Facegram
- Tikbook
- Cookies

- Regulations Hunting
- Exploration
- Protection shield
- Rights

Getting prepared for the Game

1 The player opens the ARTutor app.





2 Scan the QR code of the board.

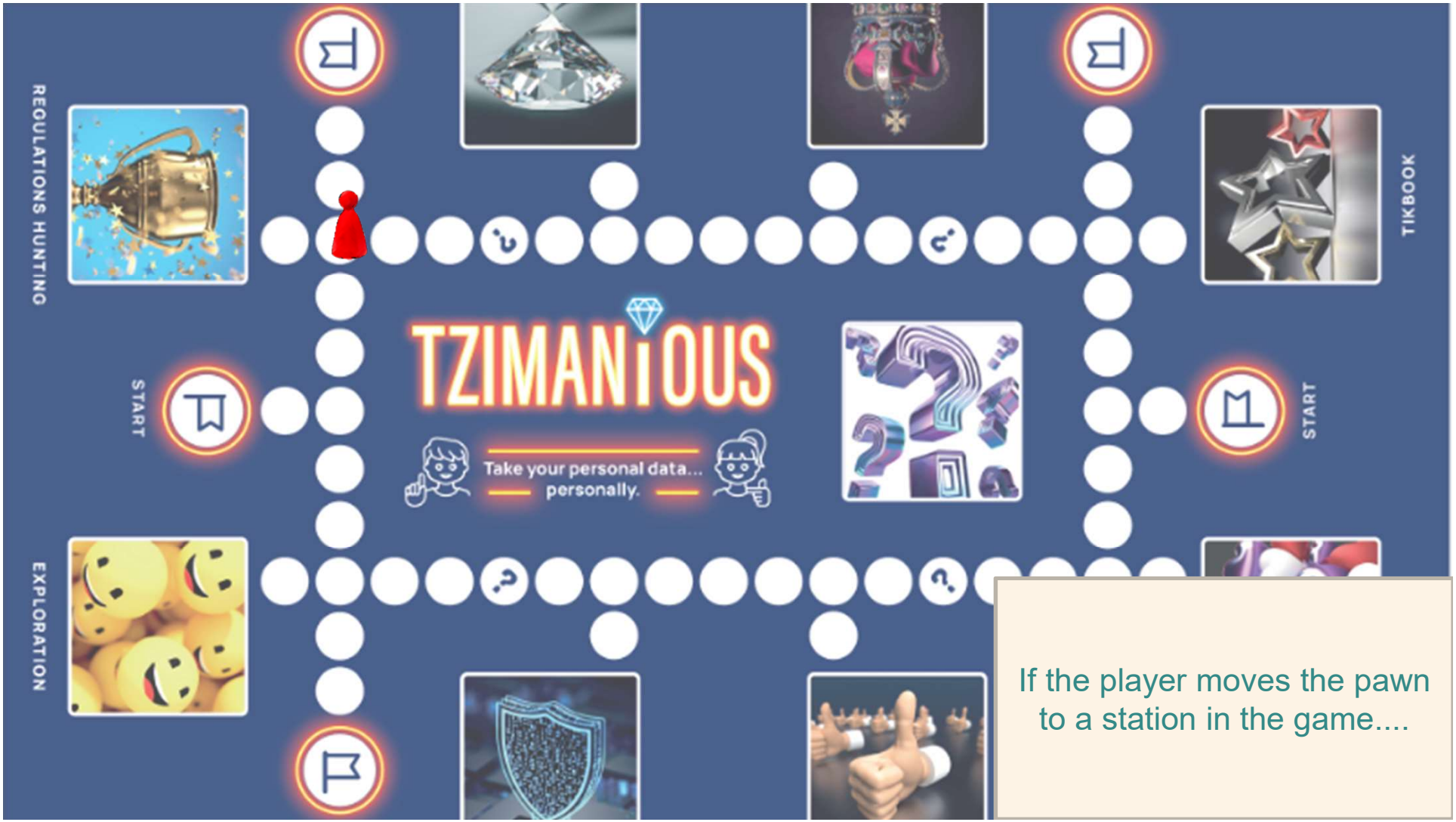
The Game starts

Players choose a pawn and place it at the starting points.

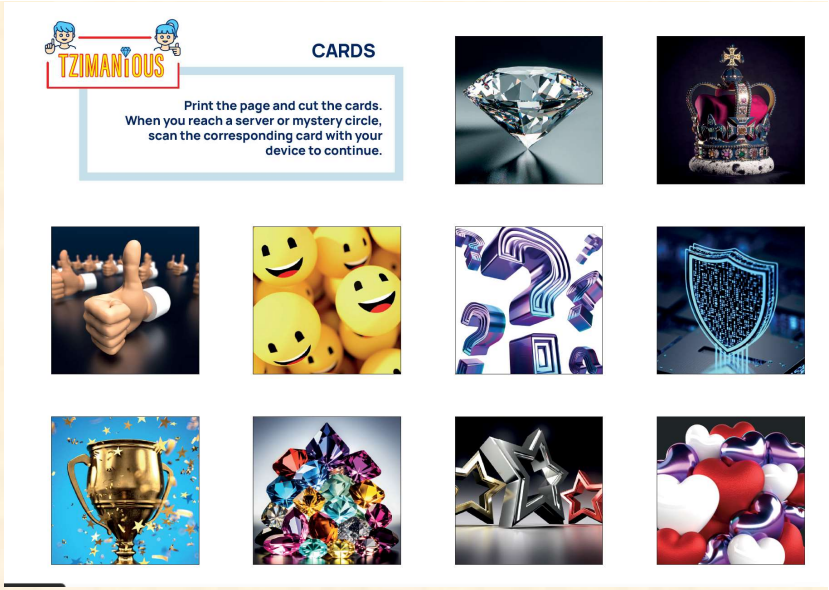
Each player is given a notebook.

Players decide who starts (alphabetically or with the highest roll) and then clockwise

The first player rolls the die and moves his pawn as many spaces as the number he has rolled.

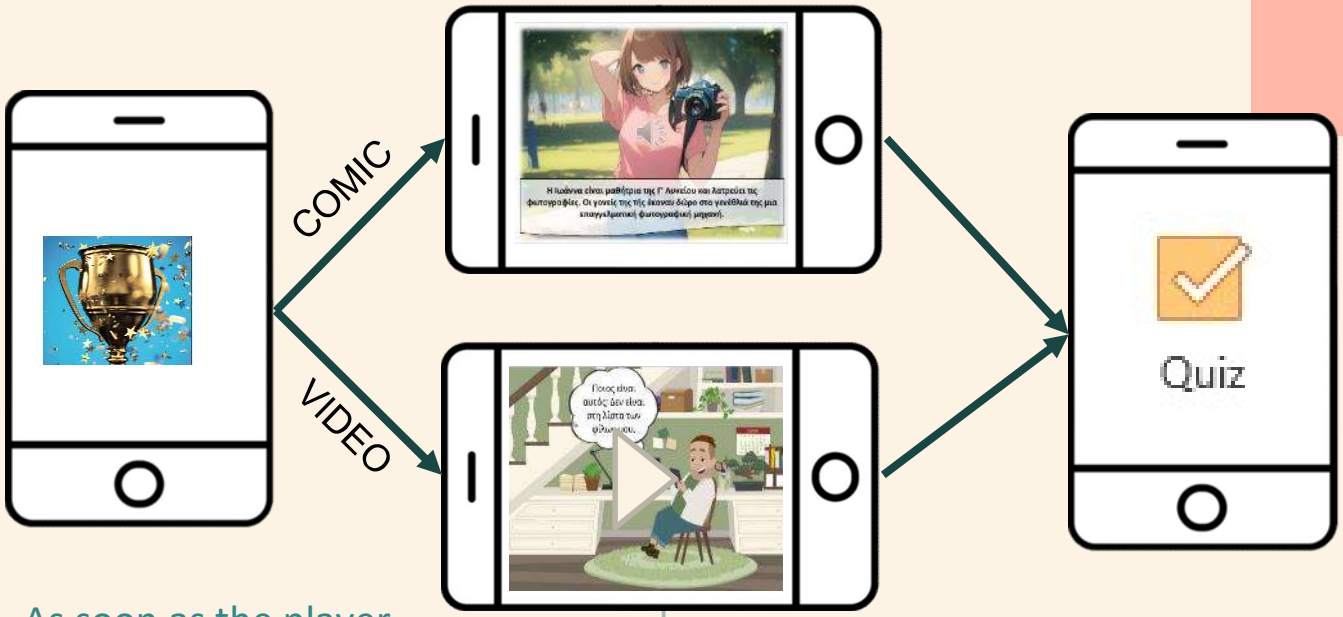


If the player moves the pawn to a station in the game....



Scans the station symbol with the mobile device.

Learning Material



As soon as the player scans the station symbol, the...

...A scenario will appear on his screen featuring students who face a problem regarding their privacy.

The scenario will be either in a comic strip or video format.

After watching the scenario, a quiz with 2-3 comprehension questions will appear (success rate >80%).

COOKIES

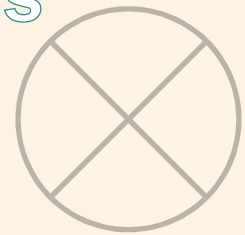
Sportswear

byDefault

The byDefault project has received funding from the European Union's Citizens, Equality, Rights and Values Programme (CERV) under grant agreement No. 101074939

The diamonds

Each player can try twice answering the questions



Did s/he answer the questions correctly? Tick at the station

If the questions are not answered correctly, the player's turn ends.

The Notebook

TZIMANIOUS

PLAYER'S NAME

Check with √

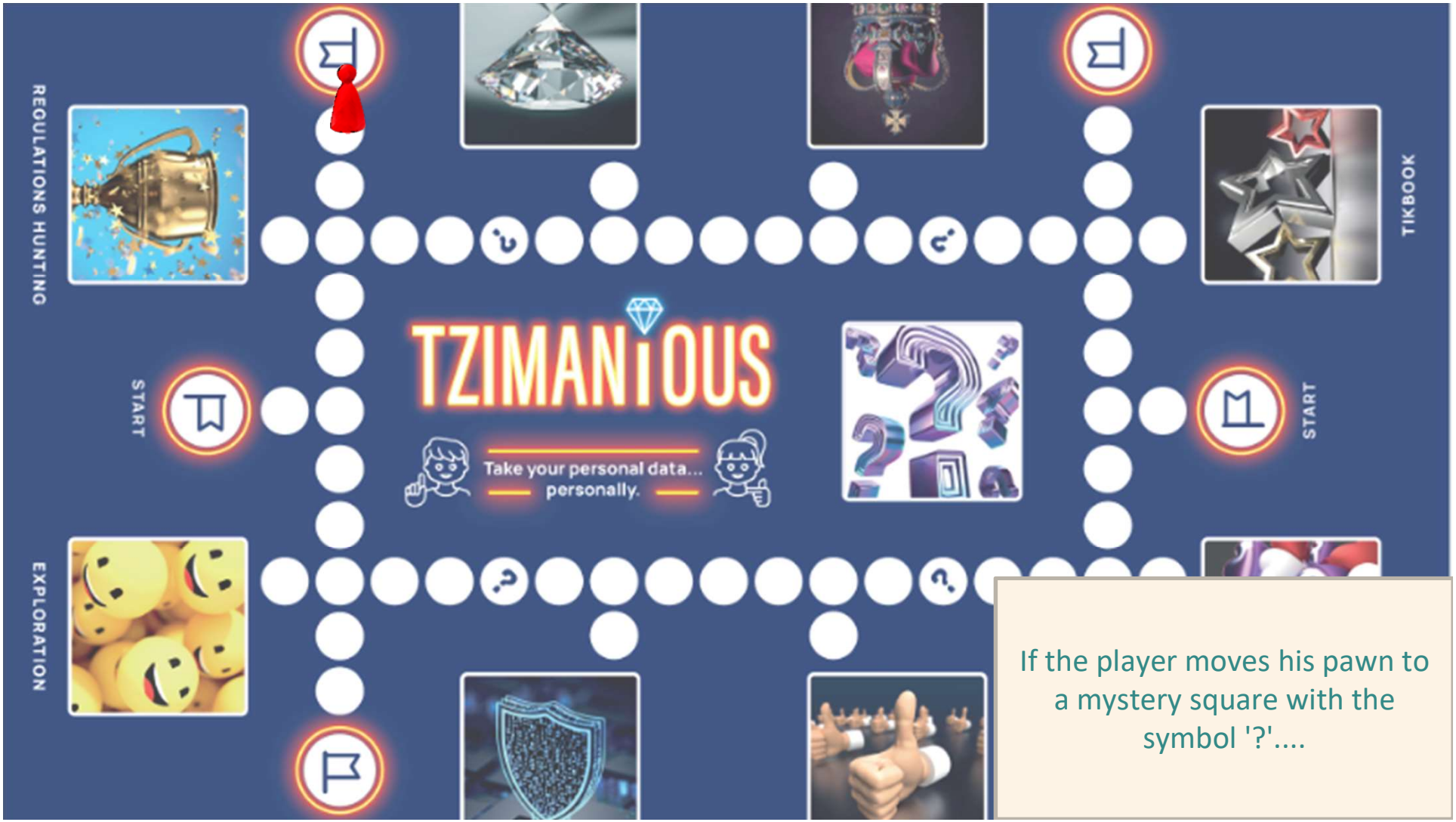
SERVER "FACEGRAM"	
SERVER "INSTATOK"	
SERVER "TIKBOOK"	
SERVER "REGULATIONS HUNTING"	√
SERVER "COOKIES"	
SERVER "RIGHTS"	
SERVER "PROTECTION SHIELD "	
SERVER "EXPLORATION "	

Scan the symbol, answer the questions correctly and win

BONUS DIAMONDS!

TOTAL DIAMONDS

Each time the player Wins a diamond, check the corresponding field in the notebook TZIMANIOUS.



If the player moves his pawn to a mystery square with the symbol '?'....

S/he scans with his device the mystery symbol at the bottom right of the dashboard.

How lucky can a player be?

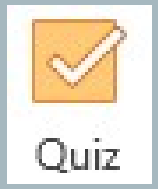
Mystery spot

Will s/he win a diamond outright?

Will s/he miss his turn?

Will s/he go to any station he wishes to win his diamond?

Will s/he give one of his diamonds to another player?



Will s/he correctly answer a question with a bonus diamond?

Or will s/he get the answer wrong and lose the diamond?

TZIMANIOUS

PLAYER'S NAME

Check with √

SERVER "FACEGRAM"	
SERVER "INSTATOK"	
SERVER "TIKBOOK"	
SERVER "REGULATIONS HUNTING"	
SERVER "COOKIES"	
SERVER "RIGHTS"	
SERVER "PROTECTION SHIELD "	
SERVER "EXPLORATION "	

Scan the symbol, answer the questions correctly and win

BONUS DIAMONDS!

TOTAL DIAMONDS	

The player notes his bonus diamonds in the notebook.

End fo the game

- **Game Ends**

  The game ends either when all players have collected the diamonds from all eight (8) stations (slow version) or when one of the players manages to collect the diamonds from all 8 stations first (fast version).

- **Game Winner**

  - Slow version: The player who has collected the most bonus diamonds.

  - Fast version: The player who first collected the diamonds from all 8 stations.

Applying in Classroom

1st Teaching Session

- Theory about Data Privacy via Scenarios
- Creation of students' teams
- Download ARTutor App & Testing mobile devices

2nd Teaching Session

- Game play
- Scaffolding by the teacher
- Announcement of the winning team

3rd Teaching Session

- Discussion about Open Issues

Applying in Classroom (preferably 3 teaching sessions)

Thank you

Thank you

Enjoy the game experience