



The BRIC Regions International Trade Training e-Learning Suite

BRIC ITT Game User Guide

BRIC ITT Game

User Guide v.1

Virtech Ltd.

September 2012



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1. Goal of the game

The BRIC-ITT Game is based on the scenario of a small company wanting to start exports to a country of the BRIC regions (Brazil, Russia, India or China). The objective for the player is to make key critical decisions within the game in order to trade successfully internationally. The player goes through various stages/options which are chosen to highlight a range of international trade related subjects. The game can be replayed depending on what decisions the player makes within the game.

2. Starting the Game

A user can either play the game online or use the standalone application. The first version of the game is available for downloading at the bottom of BRIC-ITT project page: <http://www.bric-itt.biz/content/game> .

Before starting the game the user has/her to update his Java JRE (Java Runtime Environment) to version ***JRE version 1.6.0_18*** or later.

In order to install the correct JRE version the user has to select Operation System (OS): Windows, Linux, Solaris and the type of installation – online, offline or kernel installation. For more information contact his system administrator. Standalone application can be saved on the user's computer in order to use it or the user can play the online version of the game available on the project site.



3. How to play

The game has 3 main components for the user to interact with – scenes, characters and objects. The game supports friendly and intuitive user interface. This user guide will explain the main steps and types of actions with different elements of the game.

3.1. Game navigation


The basic action is to change the scenes. For this purpose the user can exit the scene with single click when the arrow  is available (see Fig. 1).







Fig. 1. Game navigation


In order to go to different rooms in the building and to meet with various game characters, player has to use the elevator and select the room where he/she want to go (Fig.2).



Fig. 2. Navigation to different rooms using elevator

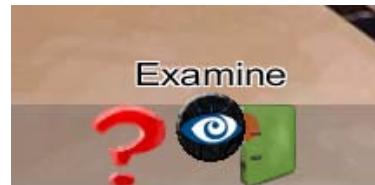
3.2. Interaction with characters and objects

For each item or character the user can get additional information or read the content of object (e.g. book) using the “Examine”  icon. The player can speak with characters using “Talk with...”  icon. The user can read instructions by clicking the symbol  and to get help how to continue the game using  icon. The player can also select and unselect options with and icons.

Instructions how to play the game are available in the beginning of the game or at any time during the game via the green book symbol  in the inventory. Inventory is accessible by pointing top or bottom of the game screen (Fig. 3). During the conversation with characters in the game player has to choose different options for his answer and this way he has to execute different tasks. Some of the options may be incorrect and he has to repeat the conversation/task in order to change the result.



a)



b)

Fig.3. Interaction with a) character and b) object

At each step the player receives instructions what he/she has to do next, so the reading messages carefully will allow him/her to use all options of the items or using help by clicking the red question mark in the inventory (**some options become available when a given action is finished**).

The player can use the computer in his office in order to get more information about BRIC countries and to check if he is ready to trade with a given country using the test (see Fig. 4).



a)



b)

Fig.4. Interaction with notebook: a) main screen and b) information for selected country



For each country the player can see presentations containing basic information about the selected country and its business and culture. He has to make his final choice about with which country he should trade based on this information. He can test himself if he is ready to trade with country with the quiz for it or he has to make the BRIC test in order to check his knowledge about all BRIC countries.

During the quiz he will be asked for basic information, related to the culture and business rules in the country and he will receive immediate feedback if his answer is correct or not. He/she will receive final conclusion as well as based on his result - is he passed the test successfully or he has to get more information about the country.

If he failed on the examination, he can get additional information using the courses developed and supported by the BRIC project.

3.3.Toolbar options

The player can use the items in the toolbar (the help button and the green book with instructions). The toolbar (inventory) appears when player move the cursor near the top or bottom of the screen. For each object user can apply different actions. The user can see the available options with double click on the item and to choose which action to apply (see Fig.5).

Example: Player can get help how to continue.

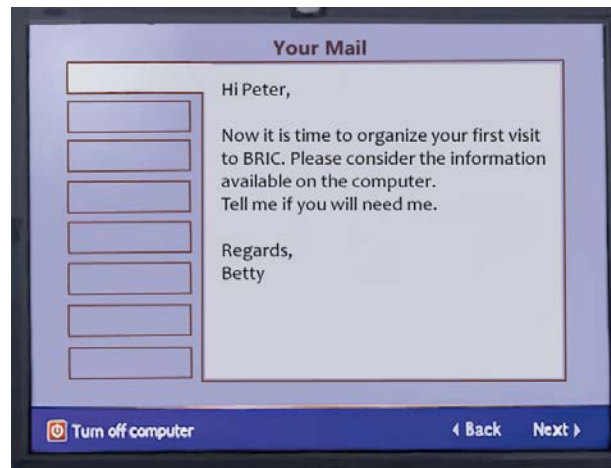


Fig. 5 Toolbar options

The player receives information what to do next by SMS messages and e-mails (Fig. 6).



a)



b)

Fig. 6. Get information using a) SMS messages and b) e-mails



3.4. Settings

At each point of the game using the “ESC” button on the keyboard player can pause or stop the game and to resume or save it. Later he /she can load the saved game or start a new one. User can choose different settings for the game like sound, effects and speed of the text (some of the options are available only in standalone application).



Fig. 7 Game Settings

3.5. End/ Replay the game

At the end of the game the player will receive a report for his/her behavior during the game. He/she can play it again at the project website.

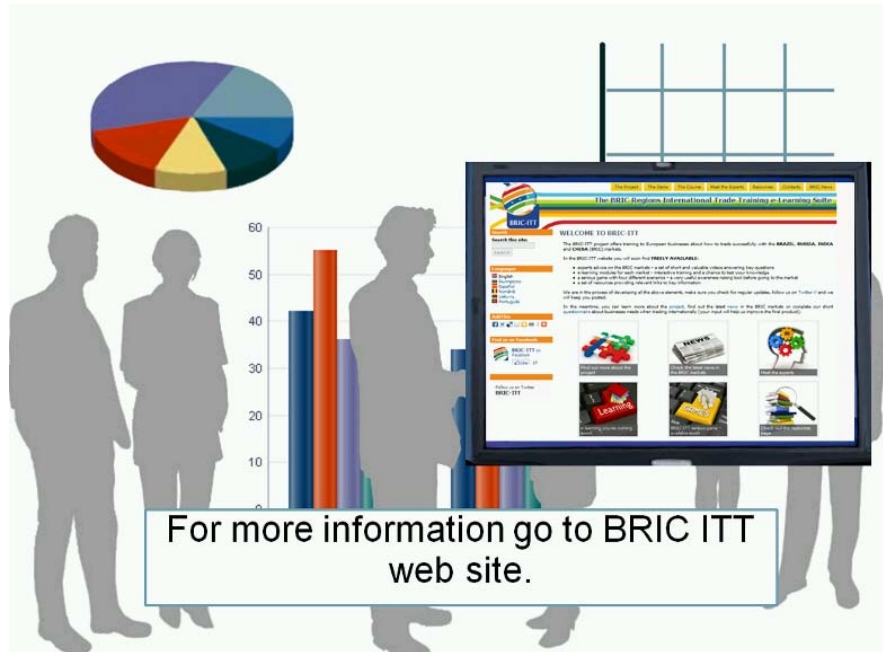


Fig. 8. End of the game

3.6. Game report

At the end of the game the player receives feedback about his/her performance during the game, information about the results from his/her decisions as well the result of the game – if he failed or won the game (Fig. 9). This information could be helpful to analyze the mistakes and wrong decisions he/she made during the game and to correct them next time when playing the game again.

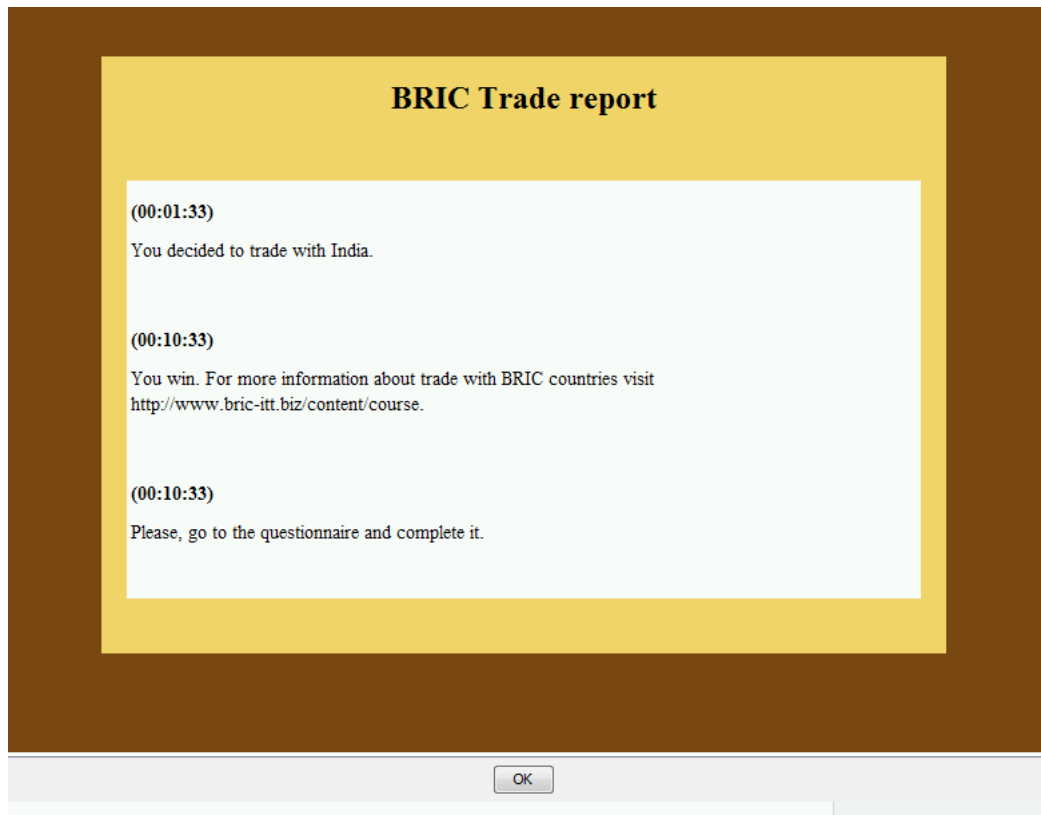


Fig. 9. Report about player's performance during the game