

Action Bound

Link to digital tool	https://en.actionbound.com/
Level of knowledge	Intermediate EQF
Learning objectives	<p>LO1: Be able to create, design and implement relevant contents (non-conventional city tours) through relevant channels.</p> <p>LO2: Be familiar with the concepts, tools and strategies of gamification and storytelling, and apply them to content creation.</p> <p>LO3: Identify and use different communication strategies according to the specific target for engagement.</p>

www.diothercity.eu | [#DiOtherCity](https://twitter.com/DiOtherCity)

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

Linked to module	3, 4, 5
Description of the tool	<p>ActionBound is an app for playing digitally interactive scavenger hunts to lead the user on a path of discovery. Creating content for private, non-commercial use is free. They offer special licenses for commercial use, as well as for educational and non-profit organisations. You can use a test account to try ActionBound free of charge for up to two weeks.</p> <p>The program quite literally augments our reality by enhancing peoples' real-life interactions whilst using their smartphones and tablets. You can create your own app-based DIY escape game, a digital timeline of events or a "places of interest" tour, with the use of GPS coordinates and pre-placed codes and mysteries.</p>

www.diothercity.eu | #DiOtherCity

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

	<p>It is a powerful tool for engagement through gamification, with the Bound Creator's extensive game elements and tools like GPS locations, directions, maps, compasses, pictures, videos, quizzes, missions, tournaments, QR codes and much more to create fun and exciting mobile app-based adventures.</p> <p>You can publish your race to others and let them play it in the app with a mobile device. This could include events like tablet tours, scavenger hunts, paper chases or treasure hunts for friends, or professionally managed events like guided tours, incentive events, and more...</p> <p>On the official website, you will find a video tutorial on how to use all the app's features.</p>
<p>How to use the tool as part of the course</p>	<p>Based on the concept of gamification, ActionBound is a great tool for audience engagement.</p> <p>One of the most exciting contents that you can create with ActionBound is a Treasure Hunt, so let's see the basic steps to create a simple one:</p>

www.diothercity.eu | #DiOtherCity

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

1) After registering, you'll end up at the dashboard, where you will have all the contents (called bounds) that you created. From the dashboard you can create a treasure hunt by clicking on "create new Bound".

2) When you generate a new Bound, you'll wind up in the Bound creator, where you can add content to it. Start by clicking on the "settings" icon. There you can decide what information about your Bound will be displayed in the app and on the Bound Page.

- Upload a picture, navigate to the related window with your mouse and click on "Select."
- Add a description of what your Bound is about (Treasure Hunt) and eventually include a link to a related website.
- Add three categories (i.e., outdoor, fun, travel).
- Add relevant tags (i.e., treasure hunt, Corviale, Rome).

www.diothercity.eu | #DiOtherCity

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

- Provide coordinates for the starting and ending points of your treasure hunt.
- Provide a duration and length for your treasure hunt.
- Determine whether your Bound should be played in single-player mode (one player using one device) or in multiplayer mode (multiple players with one device).
- Set whether your Bound should be viewable by anyone online and in the app, or whether the Bound can only be started with the QR code. If your account is limited to non-commercial use, the app may charge a one-time fee to use this feature.
- Set whether the results of the Bound should be visible to the public. If you have selected this option, Bound players will have to consent to have their data displayed at the end of the Bound.
- Set the order of stages, considering the introductory stage and the final stage.
- Set the layout of the map.
- Upload media in the media library (i.e., pictures or clues).

www.diothercity.eu | [#DiOtherCity](https://twitter.com/DiOtherCity)

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

3) After saving your progress, go back to the Bound creator and select the “content” icon to start adding elements and stages. Click on the + you see in the middle of the screen. You are now able to see all the elements you can add to a bound. In order to create a treasure hunt, the most useful elements are*:

- Stage
- Information
- Mission
- Find a spot

***These are our recommendations, though feel free to experiment with whatever element you feel positive about.**

www.diothercity.eu | [#DiOtherCity](https://twitter.com/DiOtherCity)

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

4) How to add a Stage

- Click on "+".
- Select "Stage" from the menu on the right.
- A window will open automatically, there you can name the stage.
- Add the coordinates at which the stage should be played, if you like.
- You can select whether elements in this stage will be shown randomly or even if just one random element will be shown in the Bound.
- Click on the blue "Add" button in order to save the element in the Bound.

Any items you add below the stages will be automatically assigned to this section.

www.diothercity.eu | [#DiOtherCity](https://twitter.com/DiOtherCity)

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

5) How to add Information

- Click on "+".
- Select “Information” in the menu on the right-hand side of the screen.
- Add the information you want for your Bound, and then click the button that says “Add”.

6) How to add a mission

- Click on "+".
- Choose “Mission” in the menu on the right-hand side.
- A window with a text field will open. You can use it to describe the task (i.e., take a selfie with the main fountain).
- Choose the type of solution using the drop-down menu.
- Click on “Add” to add the element to the Bound.

www.diothercity.eu | [#DiOtherCity](https://twitter.com/DiOtherCity)

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

7) How to add find a spot

- Click on "+".
- Choose "Find Spot" on the menu on the right.
- A window with a text box will open. Provide the instructions and the number of points (i.e., find the tiniest statue of the square).
- Click on "Coordinate".
- Click "select".
- A map will open.
- Click on the magnifying glass symbol, enter an address, and hit the enter key. (If you use Google Maps for your map data, the search box will be integrated already.)
- Choose the correct address and adjust the map marker if necessary.
- Click on "OK". The coordinate will now be in the appropriate field.
- Click on "Option".

www.diothercity.eu | [#DiOtherCity](https://twitter.com/DiOtherCity)

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).

- | | |
|--|---|
| | <ul style="list-style-type: none">• Decide whether the task should display an arrow (requires a GPS signal and a compass module) or a map (requires a GPS signal and an internet connection if the map has not been downloaded in advance).• Decide whether the task can be skipped. Warning: If a player's GPS isn't working, they may not be able to proceed past this point.• Decide whether the reward/failure icon should be displayed.• Click on "Add" to insert the element into the Bound. |
|--|---|

www.diothercity.eu | #DiOtherCity

The #DiOtherCity project is co-financed by the ERASMUS+ programme of the EU (June 2021 to May 2023).

Its content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information therein. (Project code: 2020-1-ES01-KA227-ADU-095512).