Discovery Trail USER MANUAL

Discovery Trail is browser based educational map application for creating trails and showing user-oriented interactive content in pre-defined geographical location in various playful ways.



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- The **Discovery Trail (Avastusrada)** is a browser-based application that helps you create interactive outdoor trails <u>www.avastusrada.ee</u>, where players can follow marked interactive trails, answer questions, get information, do exercises, study surroundings.
- The Discovery Trail (Avastusrada) was developed in 2013 for Environmental Board with focus on teaching environmental and sustainability issues in centres of environmental education.
- In 2019 we got it back for **Tallinn University** for further development.
- Currently in use in Erasmus+ KA2 project and in base research of TLU research group SEEMIK.
- Created for centres of environmental education, now also used by schools and some private companies (e.g. for language learning or tourism purpose).





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- Educators can create trails for everyone (topics, age, surroundings, language etc) and everyone who has smartphone or tablet with any operation system, GPS and mobile data (at least 3G) can follow it.
- The trailpoint can be information board, multiple choice test, open text responses or picture.
- The application allows to **integrate the subjects** of natural sciences and humanities through practical activities and inquiry learning and to enhance general competencies.
- The player has to find the way from one trailpoint to an other, interactive map showing
 players location in realtime. The task opens only if the player is in predefined radius from
 trailpoint.
- The players are encouraged to use **other applications** or **information sources** for solving the tasks (IT competences).





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- Applications like the Discovery Trail are **cheaper** and **flexible** alternatives for physical information boards of outdoor learning trails.
- As the digital devices are part of everyday life of the younger generation therefore they are **more motivated** to learn outside using applications like Discovery Trail.
- Creating Discovery Trails is easy and it gives opportunity to **consider** the current **characteristics** of surroundings and players.
- With specific design of tasks it is possible to **evaluate** the player **development** and **effectivness** of the trail.



- The educator can create the trail either in office or directly on the landscape.
- The educator has **real-time overview** of "explorers" progress (safety).
- The educator get **responses in real-time**, semiautomatic control depending on the task type it may be already marked as correct/incorrect.
- Pictures, photos, music files or videos can be used as a question or information.
- The **player** has to **find** the way from one **trailpoint** to an other, interactive map showing players **location in realtime**. The task opens **only** if the player is in **predefined radius** from trailpoint.
- The players are encouraged to use **other applications** or **information sources** for solving the tasks (IT competences).





How to play Discovery Trail?

Discovery Trail

Smart trails for everyone





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On the opening page of avastusarada.ee, there is a short description, a map with available tracks, and links to the FAQ section (currently outdated version).



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You can choose between three possibilities: trails for Environmental education, School education, or Recreational purposes.

Players can choose the nearest trail from the map or from the list.

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On the trail information screen, players see the locations of the trail points.

On the player registration screen, an unlimited number of players can join the game. Names and emails are needed.

All these steps, including the previous ones, can also be done from home using a desktop computer or laptop.

After pressing "Register for game", an email will be sent.

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Player 1:

Jaanus

-1° 🔺

Add more players +

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[™] **4**G **7**2% 15:08:19

Avastusrada - Tallinna Ülikool - Tallinn University -

Enter players names and e-mail addresses. Players will receive link to the game via e-mail.

jaanus.terasr	maa@tlu.ee		
layer 2:			
Name			

Register for game

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 \Box



Game instructions Inbox

A

Avastusrada 15:06 Hello Jaanus! You have been invited to join game "Game of Towers" To start, o...

\$

Avastusrada to Jaanus 15:08 View details

Hello Jaanus!

You have been invited to join game "Tallinn University - International Teacher Training" To start, open game by clicking on the link or copying it to your browser.

https://kool.avastusrada.ee/en/play/pl5a9e92c6d3fd3

Avastusrada.ee

Reply

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After clicking the link, a new browser window will open where the player can see all trail points.

Red pins represent trail points, while a green pin represents the player.

Questions will open when the player is within the predefined range (which can be changed in the game settings).

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On the map, players can zoom in and out, use satellite imagery, or even street view (if available) to find the exact location of the trail points.

Avastusrada is not a navigation device; it doesn't provide directions or voice commands. It operates as a map on which players must find their way.

This way, players will learn how to use more classical navigation methods and must be able to read the map in order to orientate themselves in the landscape.

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Oled Nõmme Põhikooli Avastusraja esimeses punktis.

Kui peaks juhtuma, et su telefon ei taha hästi su asukoha muutumist rajal näidata, siis proovi alustuseks telefon taaskäivitada, sest nii nagu arvutil, saab ka telefonil ühel hetkel vaba mälu otsa.

Küsimus:

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Ma

Alustuseks natuke ajalugu ja eesti keelt. Uuri välja ning kirjuta vastuseks oma kooli rajamise aasta arvsõnana ainsuse kuuendas käändes.

Question 1/1

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Map data ©2018 Google Terms of Us

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Once the question is answered and submitted, it cannot be changed.

If a trail point is too far away, it cannot be opened.



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Avastusrada

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Nõmme raudteejaam on kuulus oma ilusa katusealuse poolest. Esimene puidust jaamahoone ehitati aastatel 1904-1905, 1912. aastal rajati jaamahoone ette uus varikatus ning 1914. aastal täiendav jaamapavilon. Praegusel kujul on varikatus taastatud 1999. aastal.

Ülesanne: tee Nõmme jaamas pilt sellise nurga alt, mis sulle tundub kõige ilusam ja Nõmmele iseloomulikum. Lisa pilt küsimuse vastuseks.

Browse... No file selected. Faili suuruse piirang: 50MB

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Google

Question 1/1

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It is possible to use pictures in the heading of every question.

Inside the text, it is possible to use video, audio, additional pictures, forms, and so on with the help of embedded codes.



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Map data ©2018 Google Terms of Us

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11° 🗔 💕 92% 11:48 Avastusrada https://kool.avastusrada.ee/et/play/pl5bb86ebe 1 Tallinna Nõmme Põhikool - Nõmme Põhikooli Avastusrada Lõpeta mäng Ma Oled jõudnud ühe huvitava kujuga puu juurde. See puu on elu ja tervise juures. Linnaparkides surnud puid naljalt ei leiagi, sest need saetakse juba enne suremist maha. Looduses surevad puud aga jäävad pikaks ajaks edasi seisma ning neil on oma tähtis roll ökosüsteemis. Võib lausa öelda, et surnud puu metsas on peaaegu sama tähtis, kui elus puu. Väga paljudele auty Sa mikroobidele, seene-, looma- ja taimeliikidele on lagunev puit oluline elupaik ja/või energiaallikas. Mitmed haruldased liigid ongi kohastunud elama vaid surnud puudel. Seetõttu on surnud puudel bioloogilise mitmekesisuse seisukohast täita äärmiselt oluline roll. Vaata ka videot: Nõn VIMEO LIIS KURESOO Surnud puud. Rein Kuresoo from Liis K

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Question 1/1

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Map data ©2018 Google Terms of Us

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It is possible to answer with photo.





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Erasmus+ Programme	
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When all questions are answered, the player can rate the track and share it on social media.

After the game, the player will receive a game report by email with all questions and answers.



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1. Welcome to Tallinn University

Tallinn University is the largest university of humanities in Tallinn and the third biggest public university in Estonia. We have more than 9,000 students (with 5.5% of them international), and over 900 employees, including over 400 researchers and lecturers. A parliamentary decision by the Republic of Estonia consolidated several Tallinn universities and institutes into a single institution that resulted in the founding of Tallinn University as a public university on 18 March 2005. However, our roots are much deeper. 1552 A library was created in St. Olaf's Church in Tallinn, which became the first public library in the city of Tallinn. Part of its collection of rarities belongs to the repository of the Tallinn University Academic Library, where it remains today. During our walk we can see several buildings and the variety of our campus. Herein I ask you to take a pictures of most fascinating things and views during your walk and also photos of things that upset you.

3.3 2.2

1.1

2. Narva street

Narva Street is one of the biggest street in Tallinn. As Tallinn do not have the main street we let you imagine about Narva street as the main street of Tallinn. Please look around and write down how the street would look like :)

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How to create Discovery

Trail?

Discovery Trail

Smart trails for everyone





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The best way to create a new Discovery Trail is to use a computer. The phone screen is too small for doing it conveniently.

At first, you need an account. To create one, choose Environmental Education, School Education, or Recreation.

In the footer of those pages, there is a link "Admin panel".





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Discovery Trail

Systematic use of digital

outdoor learning tool

To register, the easiest way is to log in with a Google account. After that, you will have student (player) rights allowing you to join games.

To obtain teacher rights, you need to contact your local representative or use the "Write us" link in the footer of the page.

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Pick act	tivity			Join the game		Active games					
	C	reate new trac	k	Code		Nothing found					
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If you have teacher's rights, you can choose between two activities:

- Create new track
- Choose track

"Choose Track" will show you the list of all tracks in the system.







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Untick the box "Only my maps" to see other tracks.







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You can choose from all the tracks in the avastusrada.ee environment.

Behind every piece of track information, you can see three dots.







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		Copy Play! Demo Edit track Results Delete
		« <u>1</u> »

After clicking on the dots, a new menu will appear.

You can choose between:

- **Copy** (make your own editable copy)
- **Play** (go and start the new game)
- Demo (play the game in the browser without going out)
- Edit track (make changes, add new points, etc.)

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- Result (see the results of the played games)
- Delete (delete the track)







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Name						

Elurikkus ja kliima minu koolis

Organisation SEEMIK

Target group

III school level

Extra information

See rada on loodud projekti "Kliimateadlik: Kliimateadlikkus koolist ühiskonda: laste, noorte ja õpetajate võimestamine kliimamuutuste mõjude vähendamiseks" raames. Näidisrada on mõeldud toetamaks õpiobjekti, mis kirjeldab Avastusraja rakenduse kasutamist kliimateadlikkuse teemadega õpetamisel. Rohkem infot projekti kohta ja teised õpiobjektid leiad siit: https://sisu.ut.ee/kliimatarkused

Contact



Game type **Discovery Trail**

Access

Hidden

Radius 10000000

Track time during the ga Yec

Send results to email

Map engine

Google Maps

Category Leducation , Environmental education



Actions

Edit track Results

If you click on the track name on the list, you will see the track info and some links under the section "Action":

- Copy

- Play

- Demo

- Edit track

- Result

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In addition to that, you can also change the track info by choosing the "Edit" button.







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creational	Category
	School education
	Environmental education
	Recreational

In the track info, you have to fill in several fields and make some choices from the dropdown menus.





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25			$\hat{}$	
Track time during the game				
Yes			~	
Send results to email				
Yes			~	
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Category School education				
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Recreational				
Save				

After filling out the form, click "Save". You will be directed to the map view of the track editor.

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In the map view of the track editor, you have to manually find the place where you want to build your track.

You can zoom in and out and move freely on the map.

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When you find the desired location on the map, you can add a trackpoint by simply clicking on the map.

A red marker will appear on the map, and a new form for the task description will be presented on the side.

There, you can provide the following information:

- name of the task
- task description -
- type of the question -
- extra information

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You can add more than one task to a single trackpoint by clicking "Add a question".

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To add more trackpoints, simply click on the map.

You can change the order of the trackpoints by using the arrow in the right corner of the task description form.

By clicking on the "X", you can delete a trackpoint (confirmation for this action will be requested).

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If you want to find an already existing question (made by others) in Avastusrada, you can click on the button "Use existing questions".

A new dialogue window will open.

Discovery Trail

Systematic use of digital

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Use keywords or a description of the desired outcome.

This search uses AI, so the results are directly related to the quality of your prompt.

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You will be presented with a list of questions. Tick the boxes for the ones you would like to use.

When the selection is made, click on "Add selected".

You can repeat the search later for different results.

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A new trackpoint will be added to the map randomly.

You can drag them to the correct places by using your cursor (or finger on the phone).

When the track is ready, click the "Save" button.

You must also save each trackpoint as you create them.

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When the track is ready and you want to ask people to use it, click on the three dots and choose "Play!"

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	Scho	ol ec							

Enter players names and e-mail addresses. Players will receive link to the game via e-mail.

Join the game User support Admin panel Write us en 💙

New DT Estonia Target group: Il school level

Player: Jaanus Terasmaa pootsman@tlu.ee Choose game mode: Avastusrada You have to fill in the form and click "Register for game".

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					With email Enter players names and game via e-mail. Player 1:	e-mail addresses. Players will rece	eive link to the	←					
					Name E-mail								
					Add more players +								
						Save							
					Join the game Use	er support Admin panel Write u	s en 🗸						

You will be presented with three choices on how to invite others to the game:

- Code
- With link
- With email

You can make your choice by using the slider buttons.

When a choice is made, click "Save".

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				With email Enter players names and e-mail addresses. Players will receive link to the game via e-mail. Player 1: E-mail Add more players + Save Join the game User support Admin panel Write us en v												
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If you choose "Code", you can send this code to your players.

They can join the game by clicking the link "Join the game" in the footer of the page.

They will be presented with a small form to fill out.

After clicking "Join", the player will be directed to the game.

If they type in the email address (recommended), they will receive a link to the game in their mailboxes.

From that link, they can continue the game later, etc.

If an email is not provided, it is not possible to continue the game if the player exits the game, closes the browser window, etc.

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Invite to play
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Add more players +
Save
Join the game User support Admin panel Write us en 🗡

Using the "Link" option, you can send players the link, and they only have to fill in their name and email address.

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With the email option, you have to prefill the form yourself, player by player.

You can add as many players as you like by clicking on the link "Add more players".

When you click "Save", players will receive an invitation email with a link.

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Players can also join if they are logged in with a Google account.

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This way, they will have all their played games in the list.

The teacher can see all started games in their list.

Players, their answers, and location on the map during the game are presented.

It is also possible to turn off the registration and see the game code and link.

You can export the result as a CSV file.

Discovery Trail Systematic use of digital outdoor learning tool TALLINN UNIVERSITY

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Results are exportable to the CSV-format. CVS-format is compatible with every tabula data platform. So it is possible to send results to the players, use them as education topic in class and so on.

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