



# European Project Semester

## PROJECT OUTLINE

**Project dates:** October 2017 - January 2018

**Title:** Quest for discovering ENIT, Tarbes and beyond

**Project activity areas:** Computer sciences, Database, web design

**Keywords:** Web technologies, media, QR codes, interactive activities

**Tutor's name and coordinates**

Client – End-user: ENIT EPS coordinator  
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**Project origin**

ENIT-International office

**Project technical background:**

Each semester, ENIT welcomes international students for EPS and standard French curriculum. Some new students may feel lost in their new city. Consequently, ENIT and international office are hard working on integration of new students in their new environment.

In order to offer new students a dynamic integration, a serious game for visiting the city might be created. This interactive visit could be based on web or mobile application to discover main point of interest inside and outside the ENIT. For example, QR codes could be used to guide users all along the interactive visit.

Moreover, the project is fully opened and team will be able to propose new ideas to create an interactive quest in Tarbes.

The project is based on another existing project previously developed by ENIT's French students to discover ENIT.

**Studied topics:**

The project will be based on several steps:

- Creation of the scenario of the visits: main points of interest, definition of course, serious games at steps...
  - o visit points of interest in the city, nearby
  - o look for partnerships for prizes
- Specifications of the quest, the interactive media and the application
- Definition and creation of QR codes and associated web pages
- Development,
- Test and validation

Main deliverables will be web pages, QR codes, scenario of visiting, reports and presentation