



European Project Semester

PROJECT OUTLINE

Project dates: March 2017 - June 2017

Title: Quest for discovering ENIT and Tarbes

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 :

- Specifications of the quest, the interactive media and the application
- Creation of the scenario of the visits: main points of interest, definition of course, serious games at steps...
- 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