

In the continued development of the buGAM project, it's with great pleasure that the completion of another key element, IO2 - the new scenario of the virtual strategic game, is announced.

The completion of the scenario not only represents a considerable technical achievement, but it also reinforces the commitment to the project's mission: to create an innovative tool combining gaming with movie education for online learning at universities.

The conclusion of this new scenario is a major turning point for our work. By blending an engaging narrative with intricate behind-the-scenes parameters, we have crafted an immersive and playable strategic game scenario that enhances the overall learning experience.



The first element is the storytelling aspect. This aspect involves the description of the market and includes details such as the product type, target groups, sales locations, and more. The aim is to create a realistic and immersive narrative that resonates with the players and aligns with the virtual strategic landscape of the game.

The second element is a set of underlying parameters. These parameters, while not directly visible to the players-learners, are deeply embedded within the game engine. They play a crucial role in making the game playable, as they govern the game's mechanics, dynamics, and balance.



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2nd Transnational Meeting in Poznań, May 2022

In May, we convened for our second Transnational Meeting in Poznań, a crucial gathering that served to propel our project further. Our discussions centered around key components of the project, paving the way for exciting developments..

A significant part of our dialogue was dedicated to the development of the game's engine and graphics. Our team of graphic artists has been working diligently on creating a dynamic and visually engaging interface. Utilizing modern tools for website and mobile app design, they have successfully completed the graphic interface that aligns with the latest trends in UX design.

Our conversation also delved into the educational aspect of our project, particularly focusing on IO4: Movie Education. This aspect plays a crucial role in our endeavor, as these movies provide a unique blend of entertainment and education, making the learning process more immersive and engaging for our target audience.



Furthermore, we discussed the new scenario (IO2) and its accompanying movie tutorial (IO3). The creation of a compelling and instructive scenario is instrumental in demonstrating the game's logic and interface to the users, further enhancing their learning experience.



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