

YESSI GAME TUTORIAL









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THE YESSI GAME CAN BE FOUND THROUGH YESSI PROJECT'S <u>WEBSITE</u>, IN THE SECTION YESSI GAME



BEFORE YOU START THE GAME, YOU HAVE THE OPTION TO CHOOSE IN WHICH LANGUAGE YOU WILL PLAY THE GAME.

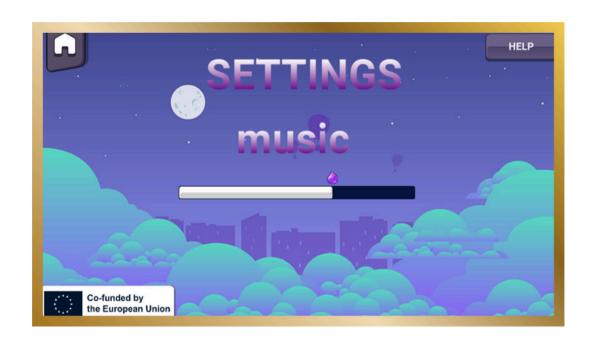


AVAILABLE OPTIONS ARE: ENGLISH, GREEK, GERMAN, SPANISH, ITALIAN

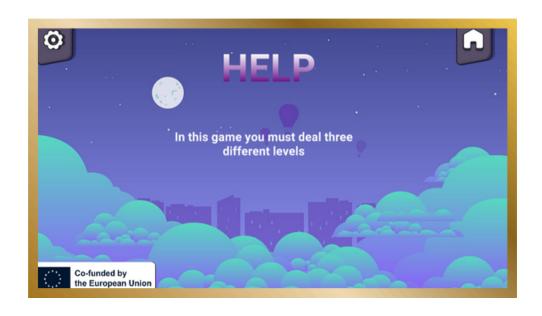


AFTER THE SELECTION OF LANGUAGE, IT LEADS YOU BACK TO THE STARTING PAGE OF THE GAME.

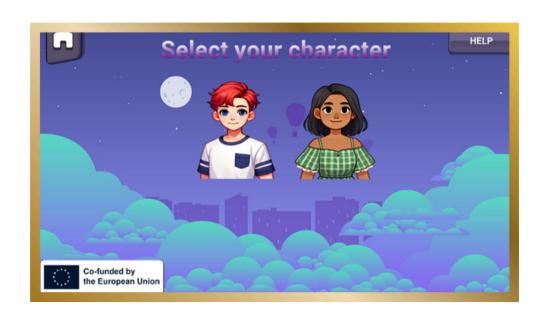
THROUGH THE SETTINGS, YOU CAN DECIDE THE VOLUME OF THE MUSIC, OR IF THERE WILL BE ANY MUSIC AT ALL.



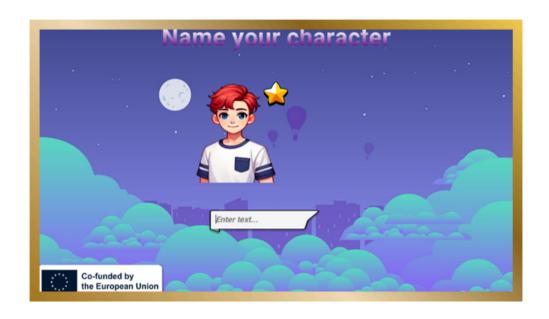
THROUGH THE BUTTON HELP, YOU HAVE SOME GUIDELINES ON THE PLAYING OF THE GAME.



BEFORE YOU START, YOU CAN CHOOSE YOUR AVATAR.



YOU CAN NAME YOUR AVATAR AS YOU PLEASE.



THREE STAGES ARE FORESEEN IN THIS GAME. THE FIRST STAGE IS HOME. THE OTHER TWO REMAIN LOCKED UNTIL THE COMPLETION OF THE FIRST STAGE.



IN THE FIRST STAGE "HOME" THE GOAL IS TO UNDERSTAND YOUR IDEA THAT YOU WANT TO DEVELOP AND SEE THE KNOWLEDGE YOU HAVE ON CROWDFUNDING OPPORTUNITIES THAT EXIST. AT SOME POINT YOU HAVE THE OPPORTUNITY TO DESCRIBE YOUR IDEA IN YOUR OWN WORDS.



AFTER THE COMPLETION OF THE FIRST STAGE, THE SECOND GETS UNLOCKED "TECH EVENT" WHERE THE AVATAR JOINS A TECHNOLOGICAL EVENT.

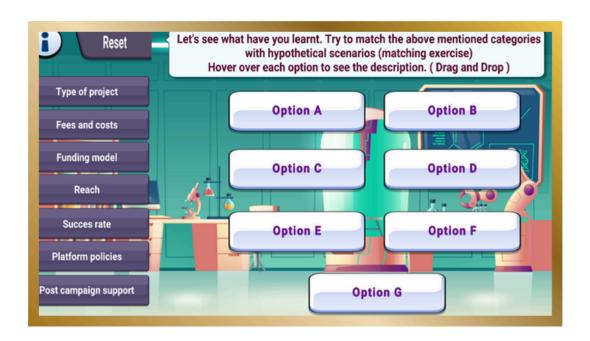


WITH THE ASSISTANCE OF THE PROFESSOR THE AVATAR PLAYS SEVERAL EDUCATIONAL GAMES, WITH THE ASSISTANCE OF INFOGRAPHICS TO BETTER UNDERSTAND THE CONCEPT OF CROWDFUNDING AND HOW TO USE IT

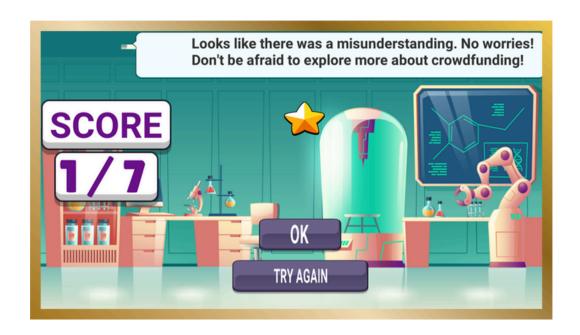




IN EVERY DRAG & DROP EXERCISE THAT SEE, YOU HAVE THE OPPORTUNITY THROUGH THE RESET BUTTON TO CHANGE YOUR ANSWERS AND YOUR FINAL CHOICE IS CALCULATED ON THE POINTING SYSTEM.



AFTER THE COMPLETION OF EACH EXERCISE, YOU SEE THE SCORE YOU GAINED AND A RELEVANT MESSAGE ACKNOWLEDGING YOUR PERFORMANCE AND GIVING YOU FEEDBACK.



AFTER THE COMPLETION OF ALL EXERCISES IN STAGE 2, THE 3RD AND FINAL STAGE GETS UNLOCKED.



THE AVATAR GOES TO A MARKETING AGENCY TO DISCUSS THEIR OPTIONS AND BEST STRATEGIES TO PURSUIT ACCORDING TO THEIR PREVIOUS ANSWERS AGAIN THROUGH QUIZZES, INFOGRAPHICS AND INFORMATIVE VIDEOS.



WHEN THE AVATAR COMPLETES ALL CHALLENGES ON THE FINAL STAGES A **PERSONALIZED** REPORT IS GENERATED THAT HAS **KEPT** ALL THE IMPORTANT INFORMATION THE USER GAVE REGARDING THEIR IDEA AND THE SELECTED STRATEGIES. THE USER CAN EITHER DOWNLOAD THE REPORT OR TRY AGAIN AND PLAY THE GAME.

