

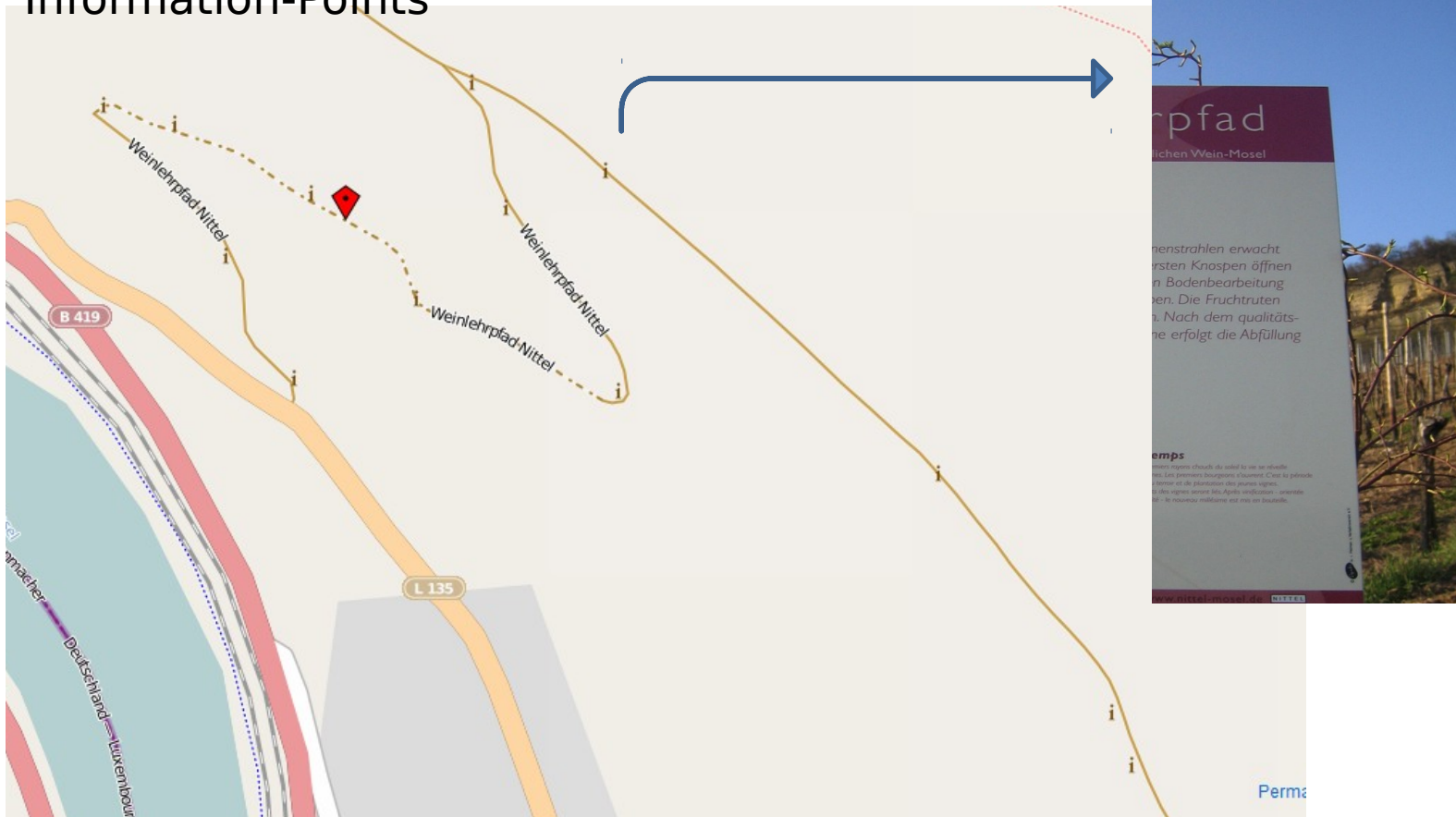
The goal for our part of the project was to develop a web based Application (WebApp) to make the Wine-Education-Footpath of Nittel (Germany) more interesting.

The



Mapping the Wine-Education-Footpath in OSM and using our WebApp to play a virtual Quest by using QR-Codes and Smartphones and also to present additional informations about the local winegrowers and the wineregion.

Mapped Wine-Education-Path in OSM with 15 Information-Points



The Process of the game:

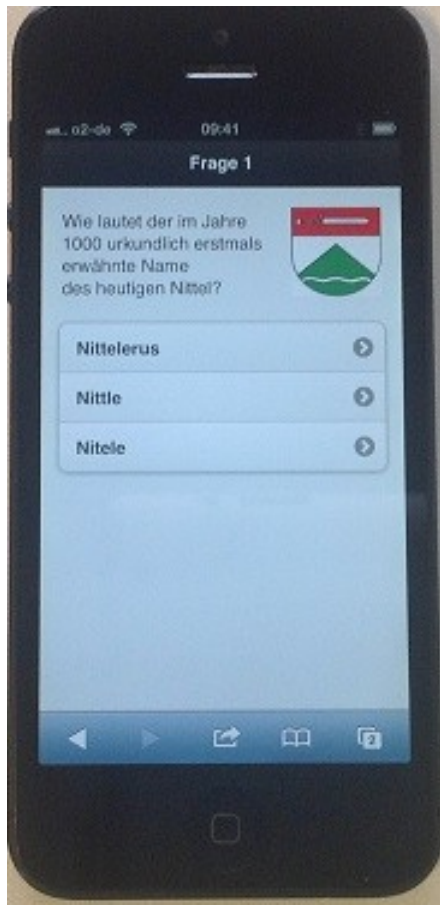
On each of the 15 Information-Points we placed QR-Codes. Visitors scan this codes and will be link to our WebApp.



For each Information-Point we created a site with additional informations . For example about a grape variety or about local informations



After this, the visitor will be displayed a multiple choice quest about this information



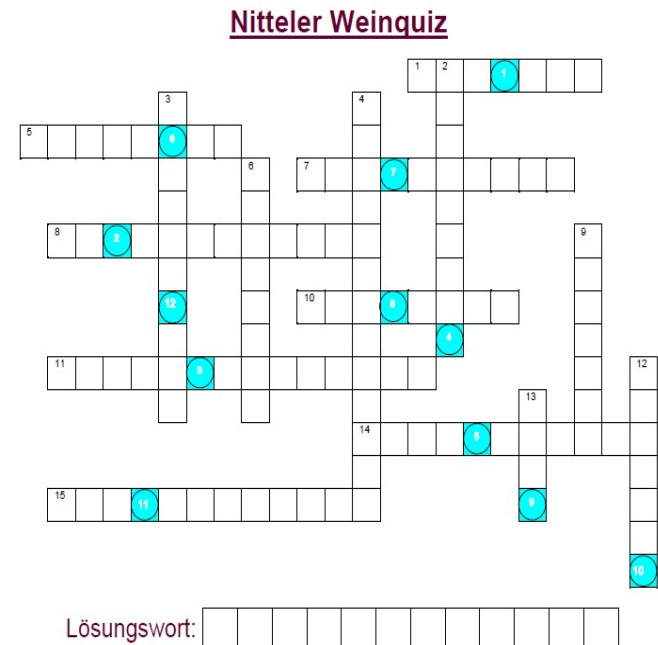
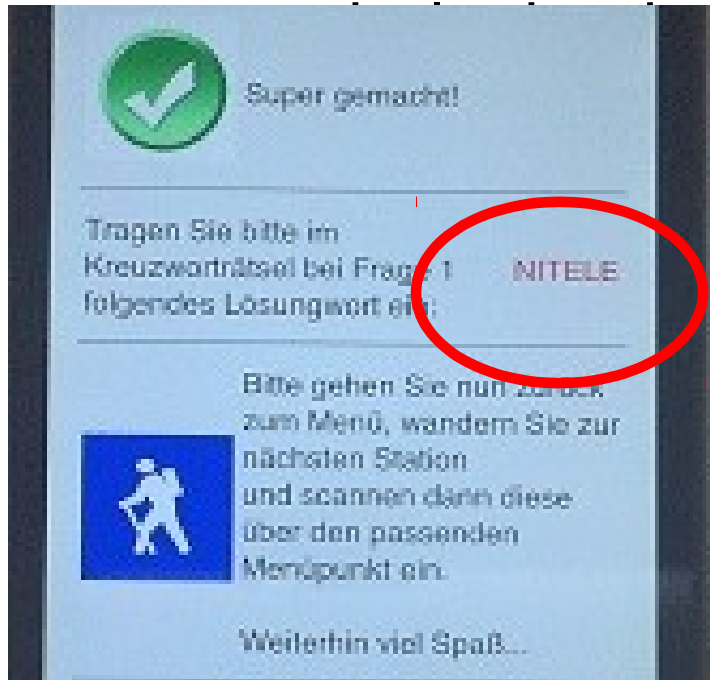
wrong



right



In case of right answer, the player will get a Solution-Word which he will add in a



If the crossword-playbook is completed (after 15 stations), the visitor can change the playbook in a little gift from the local winegrowers (in the Points of Sale).



For example a
glas of wine.

Additional Features of our WebApp:



Scanningfunction directly from the WebApp

Geolocation, to display the current place on OSM

Play-Instructions

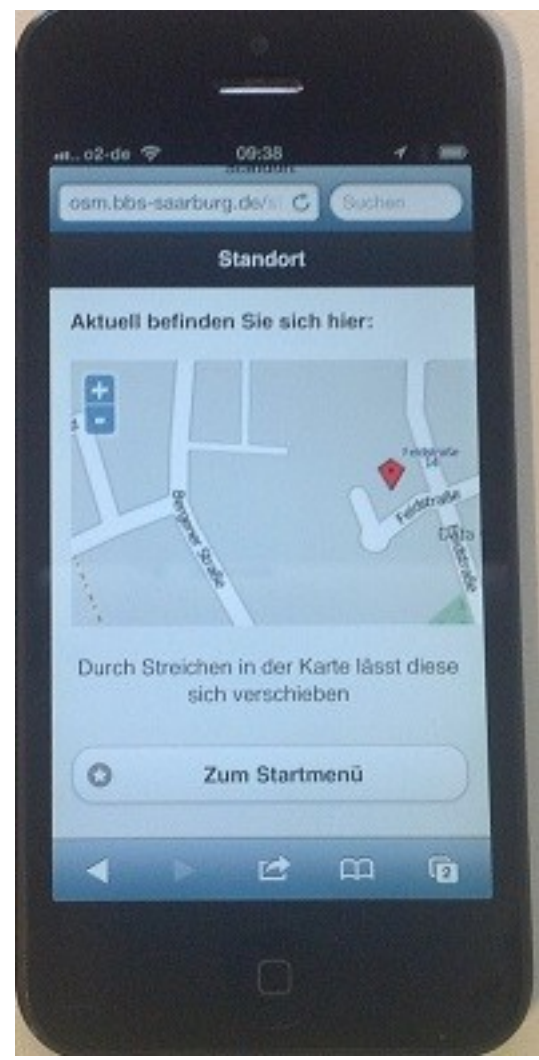
Contact-Information about local winegrowers and restaurants

Comenius OpenStreetMap-Project



Team
Germany

The Geolocation:



Contacts:



Additional
Informations like
Opening-Time,
Products, Pricelist,
Adress, etc.

Including direct
phonecall to the
contact

As a special feature, we developed a reporting function:

Here, we can see, how often the game was used.

Auswertung Spieldurchläufe in Nittel

Station 1

Datum	Besuche
2013-04-05	3
2013-04-06	5
2013-04-07	3
2013-04-28	1
2013-05-01	1

Station 15

Datum	Besuche
2013-04-06	2
2013-04-07	1