



**Place Making 4 Inclusion – reviving active
citizenship for reshaping the societies
(PM4I)**

Reference number: ERASMUS-YOUTH-2021-PCOOP-ENGO

**PM4I AR Game – Work Package 3
Manual**

Version 2

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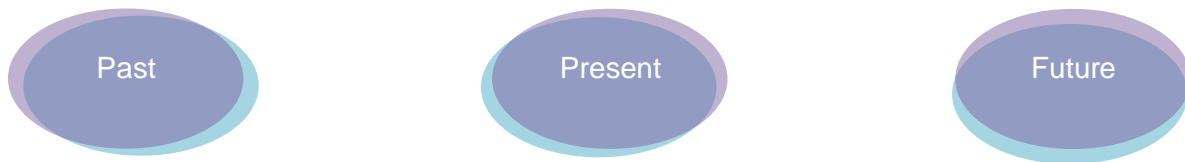
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The PM4I AR Game Application

2.1 Description of the game application

Augmented reality works with a camera-equipped device, such as a smartphone or a tablet. The user points the camera towards a specific – real – object, the AR software recognizes and analyses it. The loaded-with-AR-software device downloads information about the object from the cloud, in the same way that a web browser loads a page. The difference with the web page is that information demonstrated with AR is presented in a 3D-like experience superimposed on the real object (Porter & Heppelmann, 2017).

The *PM4I AR game application* serves as an educational tool for Youth Ambassadors and young individuals interested in placemaking. The app demonstrates information about pre-selected areas of local communities in the partner countries. The information will be related to the past and present of each place having the form of text, images and live data derived from an Open-Source database. A separate section related to the future of the location constitutes the actual game within the app, where users are allowed to create a photo of their own perception of the place in the future, by clicking and dropping pre-defined stickers.



The application identifies the location of the user and demonstrate relevant information about the place. Alternatively, a user can select another location from the list, in case he/she wants to virtually visit another local community.

The navigation among the three sections is free so that users can autonomously visit the different information.

- **The past:**

Upon pointing the camera towards a place, users will be able to see multimedia resources in their phones related to the past history of the place. By clicking on the 'next' icon, they will be able to reveal more information about the past.

Once all the information about the past is revealed, the 'next' icon will be replaced by the 'Present' icon. The user will then move on to the next part of the app. They will be able to scroll **5 times** (revealing the relevant amount of information).

The different types of information revealed can have the form of: images, text information, gifs superimposed over the scanned location.

- **The present:**

The present part of the app will retrieve live information from external sites that provide dynamic Open-Source Data. This information is related to:

- Temperature
- Level of humidity
- Wind speed

- **The future:**

In this part of the app, a click-n-drop game is revealed allowing users to create their ideal place utilizing a pre-defined repository.

While scanning a location, the users are able to select specific stickers from a repository embedded in the app and then click and drop them in their screen so as to formulate a new image of the scanned location. Each sticker can be sized-up or sized-down by clicking on it after being added in the screen.

After dropping all the items of preference, users are able to take a screenshot, which will be saved in their phone's gallery.

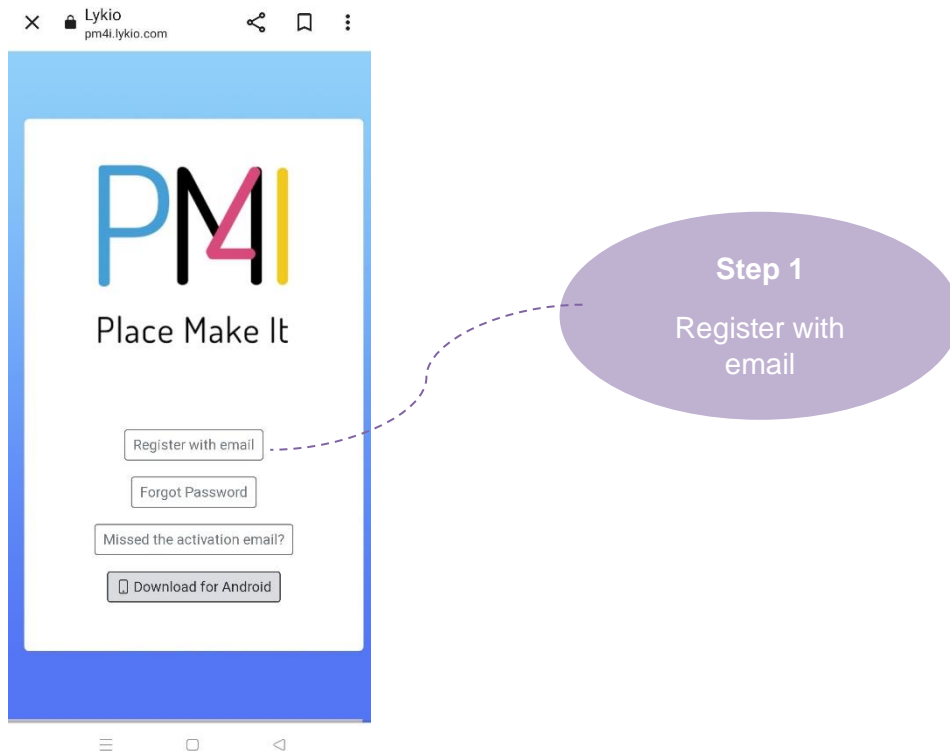
1.2 The PM4I AR App Guide

1.2.1 AR app specifications

The AR application will be compatible with **Android** smartphones (**version 11+**), while the content will be available only in English.

1.2.2 Download & Registration

Open your browser and search for www.pm4i.lykio.com



Once you do and before downloading, make sure you register with your email.

Lykio
pm4i.lykio.com

First name
Enter your first name

Last name
Enter your last name

Username (make it unique e.g. John137)
Enter your username

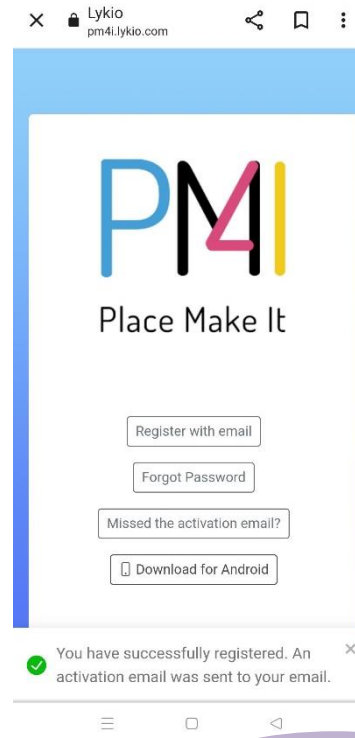
Email
name@example.com

Password
Enter password (6 characters or

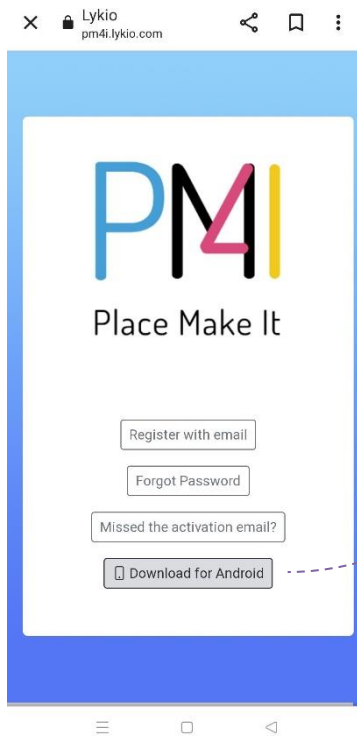
Confirm Password
Confirm your password

By clicking **Register**, you are agreeing to the [terms of service](#)

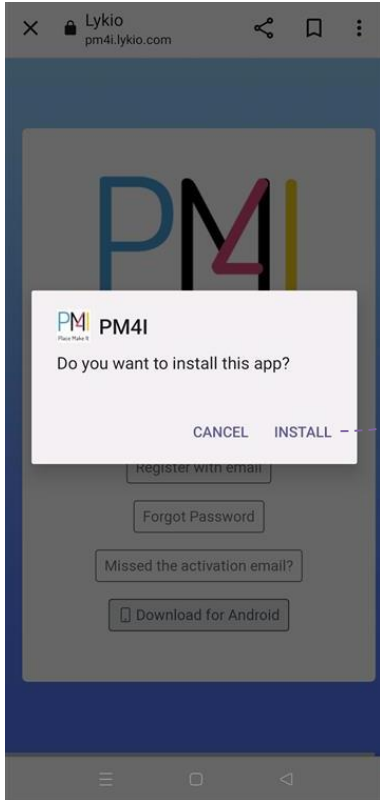
Register



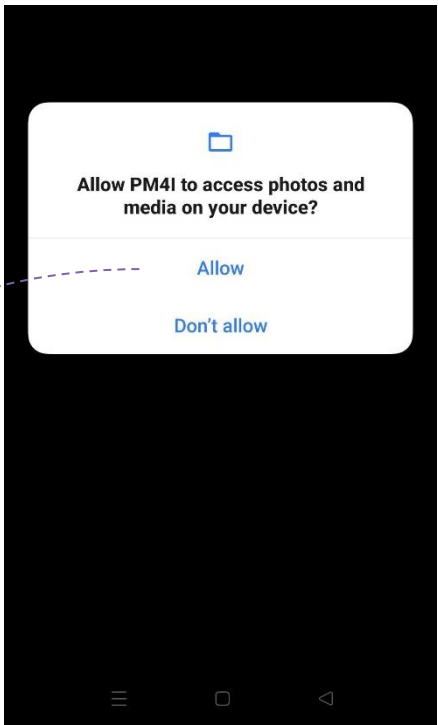
Step 2
Add your details,
register and verify
account



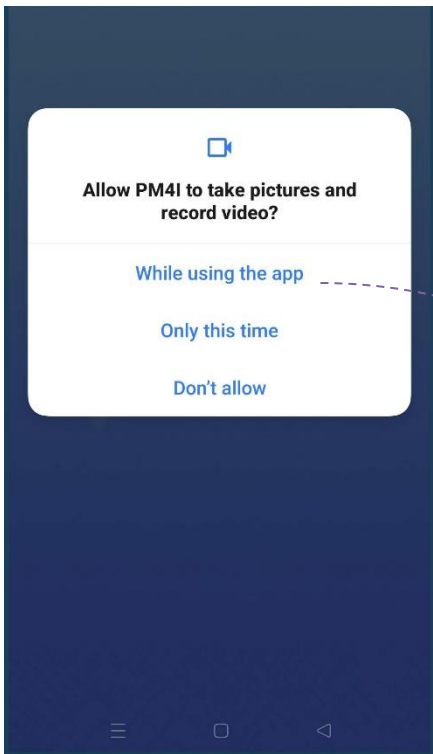
Step 3
Download the app



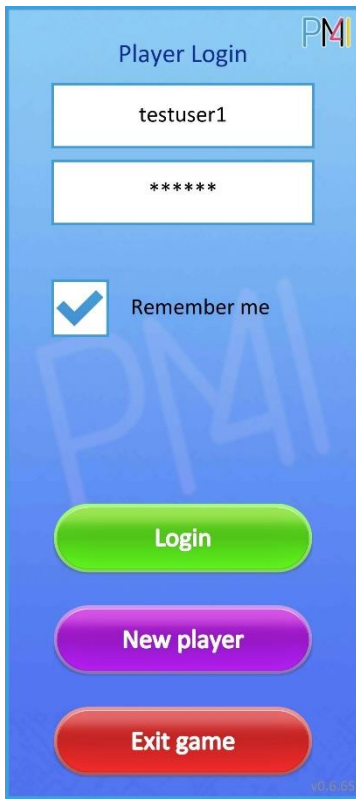
Step 4
Install the app



Step 5
Allow access to your library



Step 6
Allow taking pictures



Step 6
Add your username
and password and
login

Step 7
Click on the green
icon to proceed



1.2.3 Gameplay



Step 8
Select your avatar to complete your profile

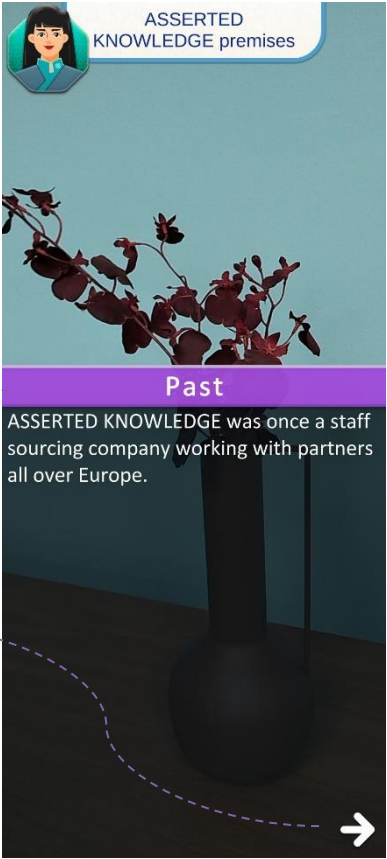
Step 9
The app will automatically scan your location. Alternatively, you can choose to virtually visit another location from the list.





Step 10
Choose the section you want to visit freely.
(past, present, future).
This is your main navigation page.

Step 11
Click on the PAST to reveal information about the place.



Step 12
Click on the arrow to see more information.

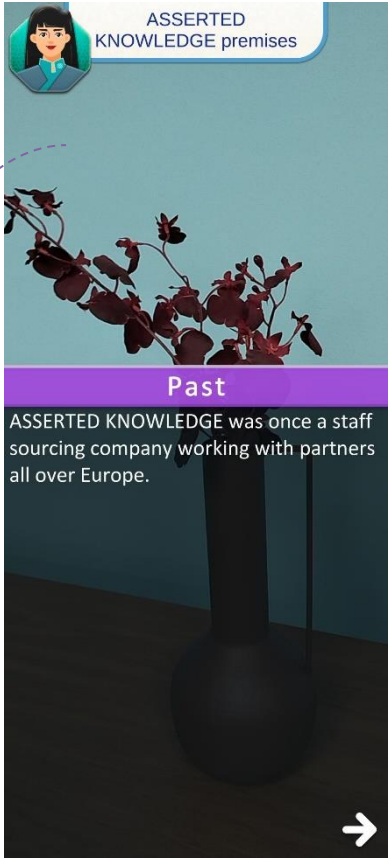


Step 13

Click on the arrow to go back to the previous information about the past

Step 14

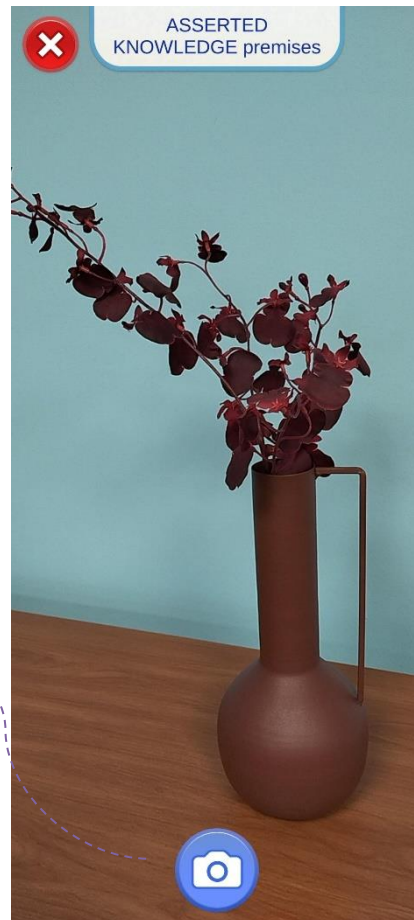
Click outside the pop-up information box to go back to the main navigation page.





Step 15

Click on the Present section to see live and dynamic information about the weather of the location



Step 16

Click on the Future section to start the game.

Take a photo of the location.

Click on this icon to do so.



Step 17

The stickers repository appears.

You can click on the red icon if you wish to take another photo.



Step 18

Click on the stickers of your preference and place them in your photo.

Add as many as you want.

You can click on the placed stickers to change their size (two scales).



Step 19
Click on the green icon to save your photo in your screenshots library of your phone.

1.2.4 User analytics

Step 20
Click on your avatar anytime to check out your analytics.
Click on the Home icon to exit or logout from the game or visit another location.

