Beyond lack of Understanding
Beyond disInformation

2023-1-IT02-KA220-ADU-000164845

BU.BI:

BEYOND LACK OF UNDERSTANDING, BEYOND DISINFORMATION

EDUVERSE TRAVEL KIT

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Soc. COOP A.Fo.Ri.S.Ma Impresa sociale (Italy) aforismatoscana.net

Partners

Virtualis (Italy) virtualis.it

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DOCUMENT INFORMATION

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Version	

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Main Project Link:

https://bubi.virtualis.it/

This is the main link you will use to access, share, and facilitate sessions during focus groups and training activities. Make sure to communicate this link clearly to all participants in advance.

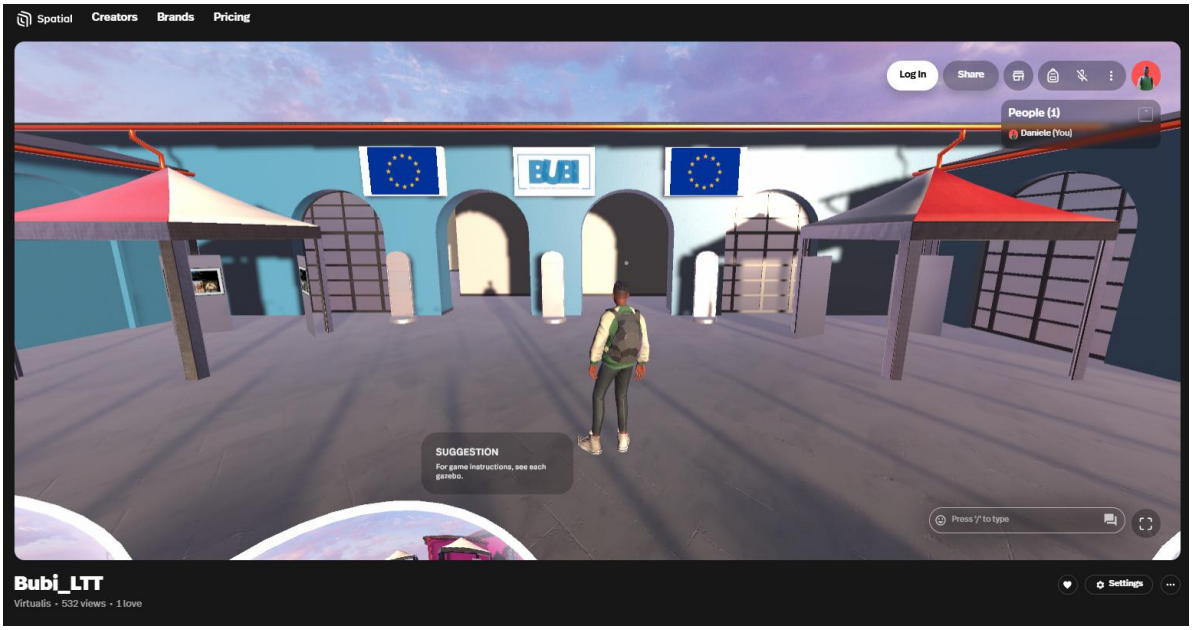
The environment can be accessed using PCs, smartphones, tablets, and even VR headsets for a more immersive experience.

The link redirects users to a virtual space hosted on the Spatial platform (www.spatial.io), for example: https://www.spatial.io/s/Bubi_LTT-65e309db86363f10908cf568?share=7600955990630093920

What is Spatial?

Spatial is an online platform that enables the creation of virtual and augmented reality environments. It is designed to enhance collaboration, communication, and engagement in shared virtual spaces. Spatial is commonly used for meetings, presentations, events, and team-based collaboration, offering a more dynamic and interactive experience than traditional video conferencing tools.

After loading the environment you see this:



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About the Main Environment

The central virtual space is designed as a Learning, Teaching, and Training (LTT) 3D immersive experience, offering participants an engaging way to explore the key topics of the BuBi project.

The default version of the BuBi_LTT environment is in English. However, learners can easily switch to other available languages by interacting with the colored language selection spheres located in the starting area.

To change the language:

- On PC: Approach the desired sphere and press the "F" key to activate it.
- On mobile devices: Simply tap on the sphere.

This will »teleport« you to the same environment, but with content presented in the selected language.

SL CR GR IT

Direct Access to Language-Specific Environments

If you prefer to start directly in a specific language, you can use the links below to enter the environment already configured in the desired language. This can be helpful when working with groups that may find switching languages inside the environment confusing.

SL: *https://www.spatial.io/s/Bubi-SL-66d5f47dfd1fcb960ca9016b*

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CR: *https://www.spatial.io/s/Bubi-CR-66d5f3e05434896cb73b44df*

GR: *https://www.spatial.io/s/Bubi-GR1-68416cf7f734432bbfb0afd1*

IT: *https://www.spatial.io/s/Bubi-IT2-68517e98f734432bbfb0b0f4*

Note:
Please be aware that direct links to specific language versions may change in the future. For this reason, we recommend always starting from the main entry point:

https://bubi.virtualis.it/
This link will remain stable and up to date.

Objective of this document

The first objective is to familiarize learners and facilitators with the 3D environment and its basic functionalities.

The purpose of using an educational game within a 3D metaverse is to create a learning experience that is engaging, interactive, and immersive. Instead of relying solely on traditional teaching methods, learners can explore, experiment, and discover concepts within a realistic virtual setting.

These environments also support the development of important 21st-century skills, such as:

- Problem-solving
- Collaboration and communication
- Creativity and critical thinking

The **Eduverse Travel Kit** is designed to guide staff step-by-step through this process, helping them to both facilitate learning and motivate participants by combining fun and education in a compelling way.

Main Controls & Gameplay Instructions

Web/Desktop Version

- Move around the environment: Use the arrow keys or W, A, S, D.
- Look around: Move your mouse to adjust the camera view.

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- Start the activity: Press “F” while pointing at the "START TEST" label at the right entrance.
- Reset and restart: Press “F” while pointing at the "RESET" label at the left entrance.

  Note: This will reset the score.
- Interact with images: Press “F” to select the image you think is fake.

Mobile / VR Version

- Move around: Use the virtual joystick on the screen.
- Look around: Move your device physically to change the view.
- Start the activity: Tap on the "START GAME" label at the right entrance.
- Reset and restart: Tap on the "RESET" label at the left entrance.

  Note: This will reset the score.
- Select fake image: Simply tap on the image you believe is fake.

Objective of the Game

In the BuBi Eduverse environment, the goal is to identify misinformation by choosing the fake image among 7 pairs of visuals. Each round challenges players to apply critical thinking and different types of literacy skills to spot manipulated or misleading content.

To help participants understand the background of the BuBi project and the purpose of the digital game, several informational gazebos are located in he main area of the virtual environment.

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It is highly recommended that users visit the gazebos and read the provided tips and information before starting the game.

To do this, simply approach an information point in the virtual environment — the content will appear automatically or can be activated with the “F” key (on desktop) or by tapping the screen (on mobile).

Once you have visited the gazebos and reviewed the information, you can proceed to the game area.

To begin the activity, simply:

- Walk toward the right entrance labeled "START TEST"

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- Press the “F” key (on desktop) or tap the label (on mobile)

This will launch the interactive game where participants will begin identifying fake content among image pairs.

Reminder: Make sure participants are comfortable with the basic controls before starting the game.

After starting the game, a list of questions will appear in the bottom-left corner of the screen. These questions correspond to each image pair and will guide participants as they progress through the activity. The task is to analyze each pair carefully and select the image that appears to be fake or manipulated.

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During the activity, you will be able to move freely within the virtual environment.

There is no fixed path — participants can explore the space, approach the image pairs at their own pace, and respond to the questions in any order. This open navigation allows for a more natural and engaging experience, similar to walking through an interactive exhibition.

Note for educators: If you are guiding a group, you may choose to set a time limit or propose a specific order in which to visit the image pairs, depending on your learning objectives.

The game takes place in a virtual room containing 7 pairs of images.

For each pair, the participant's task is to identify the fake image — the one that has been manipulated, misrepresented, or digitally altered.

Each pair is positioned in a different part of the room, encouraging participants to explore and analyze visual content critically as they move through the environment.

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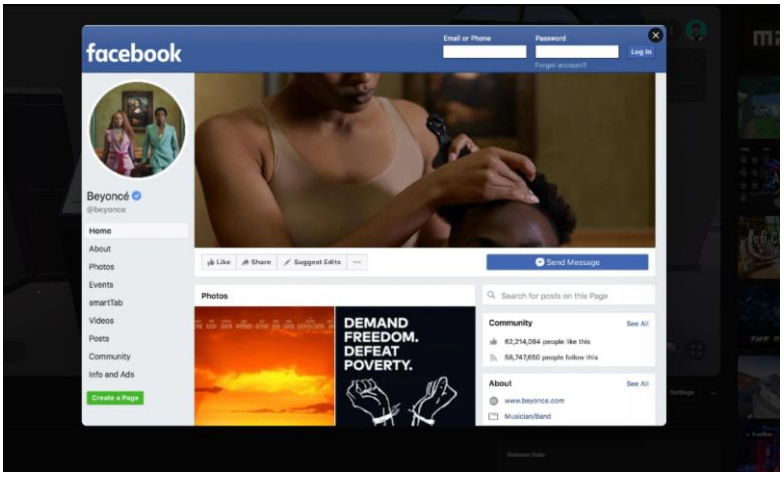
To make a selection, simply **position yourself in front of a pair of images**, then:

- On **mobile/VR**: **Tap** directly on the image you think is **fake**
- On **desktop**: Press the **"F" key** while pointing at the image you believe is **fake**

You can **click on the magnifying glass icon** to **enlarge the selected image**.
This allows participants to **analyze visual details** more effectively and make a more informed decision.



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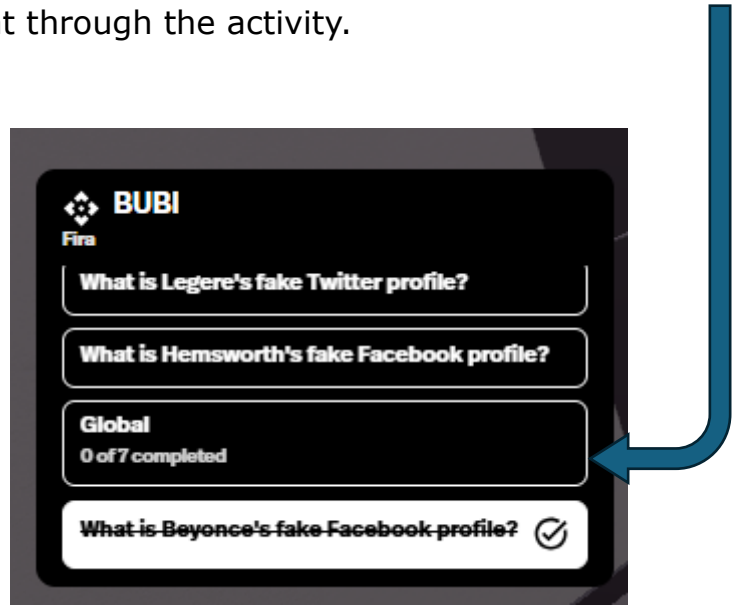
The content of the image pairs is carefully selected to reflect different real-life contexts in which false or misleading information commonly appears online. These include:

- Altered or fake images of famous people
- Depictions of non-existent or fictional places
- Fabricated news stories and events

Participants are challenged to apply critical thinking and different literacy skills to identify which image is not authentic.

Progress Tracking

At the bottom of the question list, you'll find a progress indicator showing how many pairs have been completed. This helps participants keep track of their advancement through the activity.



In the progress tracker, you will see:

- "Completed": the number of questions answered correctly
- Crossed-out text on a white background: indicates a question that has been attempted but answered incorrectly

BuBi Badge – Final Reward

- If a participant successfully identifies all 7 fake images, they will be awarded the "BuBi Badge", a virtual achievement that symbolizes their literacy mastery within the Eduverse environment.

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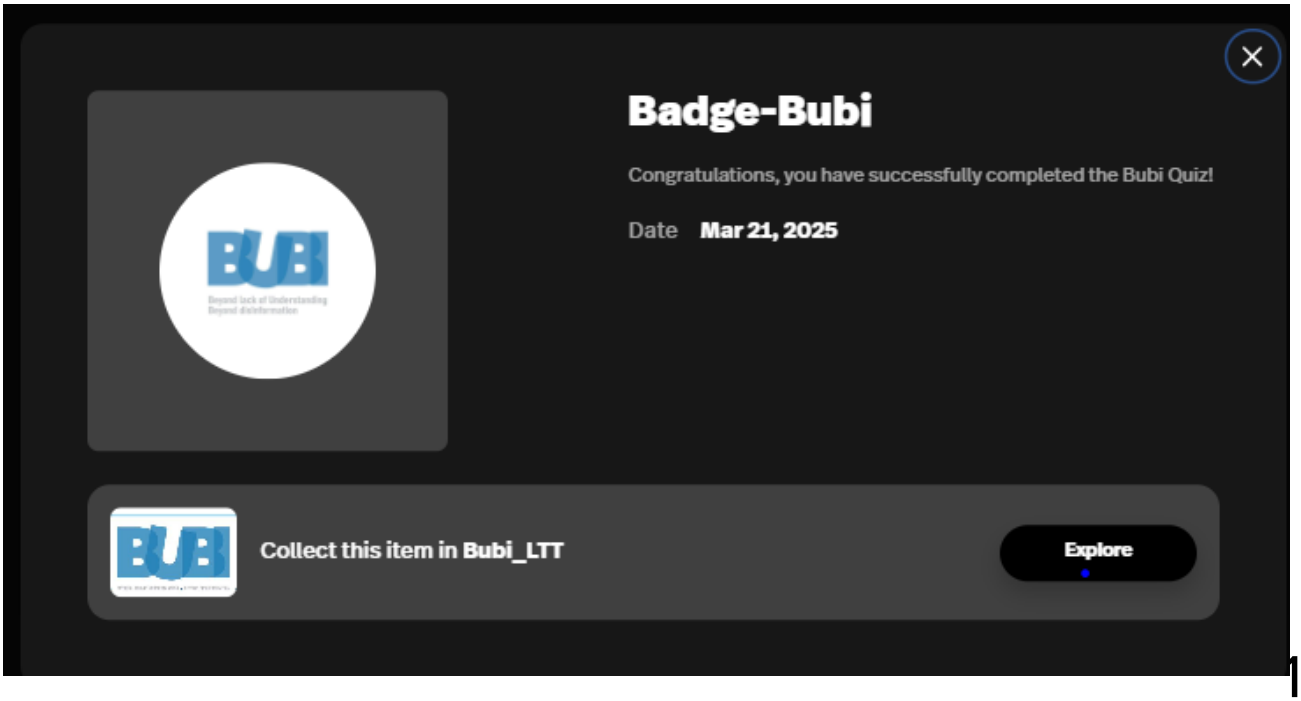
Note for trainers: The badge can be used as a motivator in workshops, and you may choose to give out real-world certificates or digital rewards based on performance.



User Login & Badge Retention

Note: The platform — and the game itself — can be used without logging in (anonymously).

However, if a participant wishes to keep the BuBi Badge in their Spatial profile, they must log in to Spatial with an account before starting the activity.

Tip for trainers: You can let participants decide whether they want to play anonymously or register in order to track their progress and achievements.

Guiding and Supervising During the Focus Group

During focus group activities, educators can:

- Guide participants through the environment
- Supervise their progress in real-time
- Comment and interact using audio, just like in a regular online video call

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This can be done on-site or remotely, giving facilitators flexibility in managing different learning settings.

Identifying Educators – BuBi Staff Sweatshirt

To help participants easily recognize the teacher or facilitator within the virtual space, we've created a special BuBi Staff sweatshirt.

This visual cue makes it easier for learners to find support and enhances the structure of the session.

Trainer tip: Be sure to wear the staff sweatshirt when entering the environment, especially if you're working with first-time users or large groups.

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How to Upload Educational Content in Eduverse (Spatial.io) PART 1

Note: You must be logged in to Spatial.io and have the appropriate permissions (Host or Co-Host) to make changes in the space.

1. Enter the Space

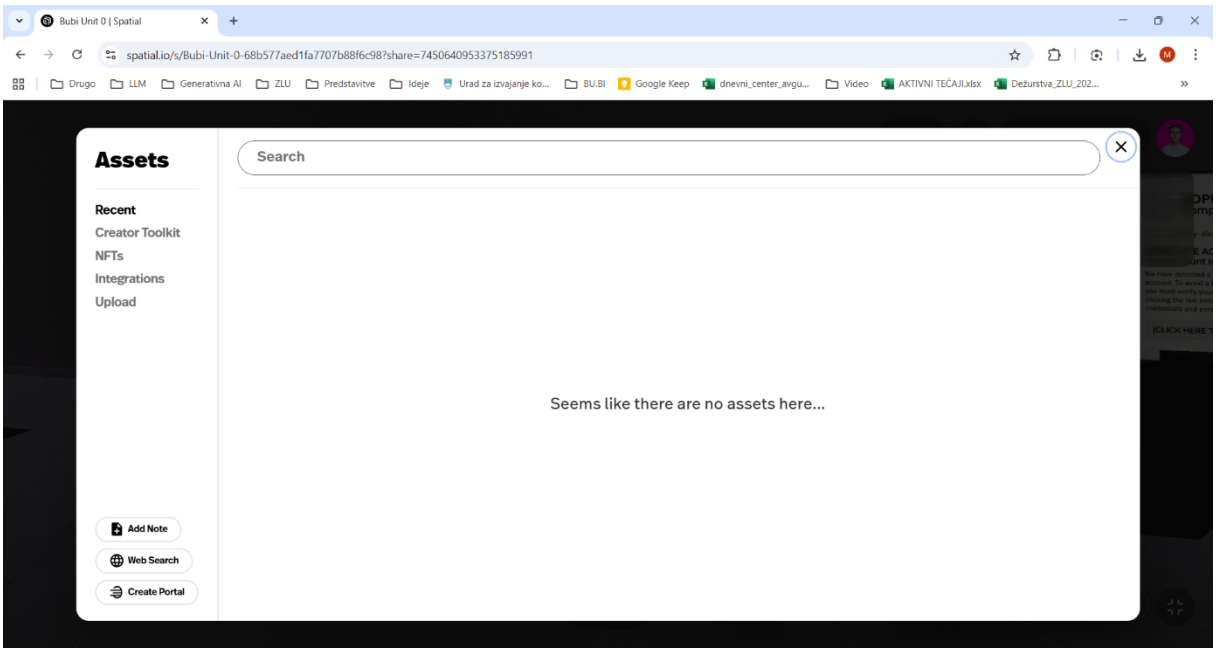
- Open the link to your Eduverse environment (e.g., *Bubi Unit 0*).
- Make sure you are logged in with your account and have editing rights (Host).

2. Select the Upload Area

- Approach one of the display panels or tables in the virtual room.
- Click on the panel that says "Upload File". *(This is where you can add new images, videos, or documents.)*

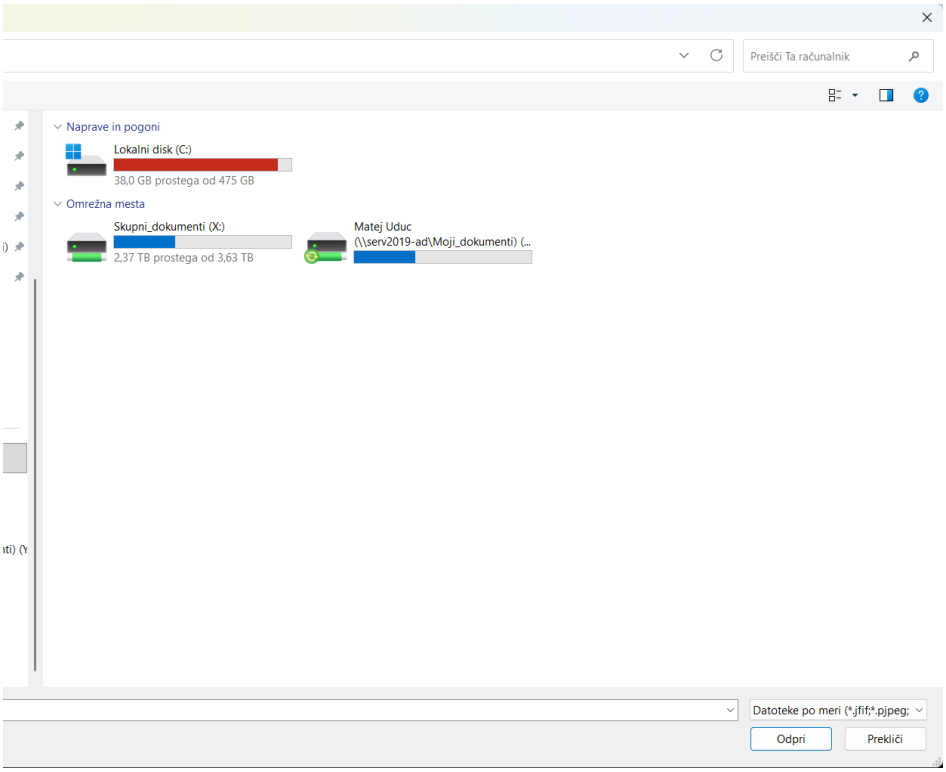
3. Open the Upload Menu

- After clicking, a window titled "Assets" will appear.
- Choose "Upload" from the menu on the left side.



4. Choose the File from Your Computer

- A standard file browser window will open.
- Navigate to the location of your file (image, video, or presentation) on your local or shared drive.
- Select the file and click "Open".



5. Wait for the Upload to Complete

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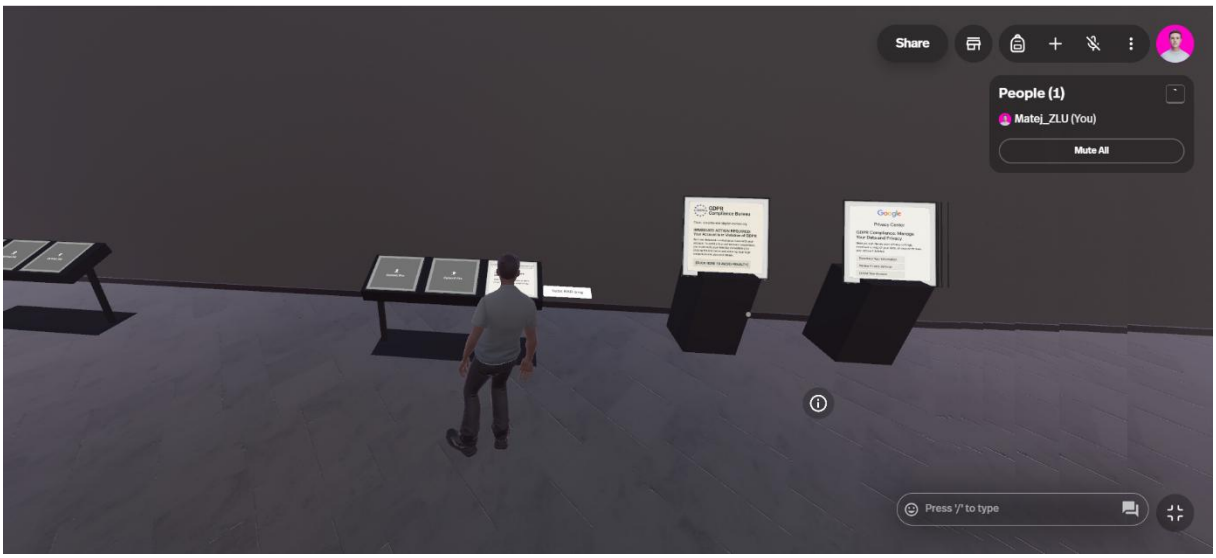
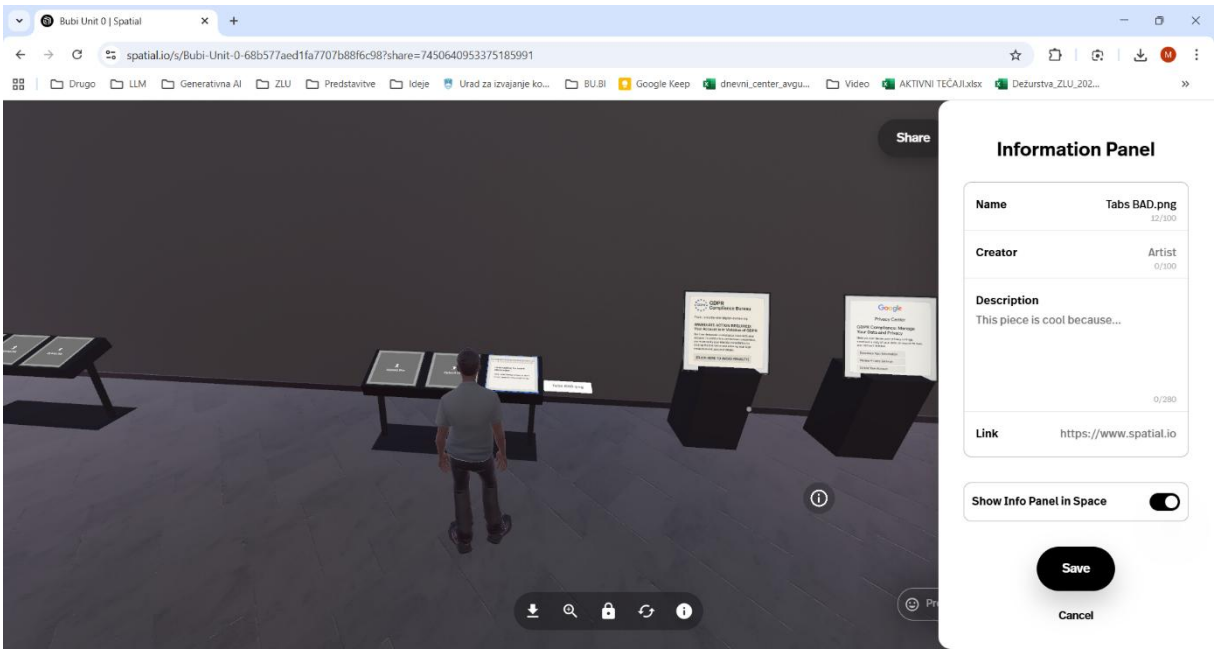
- Once uploaded, the selected image or video will appear on the chosen display panel in your Eduverse environment.



6. *Add Information or Description

- Click on the image (it will option to open the Information Panel on the bottom, then an information panel will be available on the right)
- Fill in the details:
    - Name: Enter the title of your content
    - Description: Write a short explanation of what the content is about (e.g., *This video introduces the concept of bias in online information.*).



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How to Upload Educational Content in Eduverse (Spatial.io) PART 2

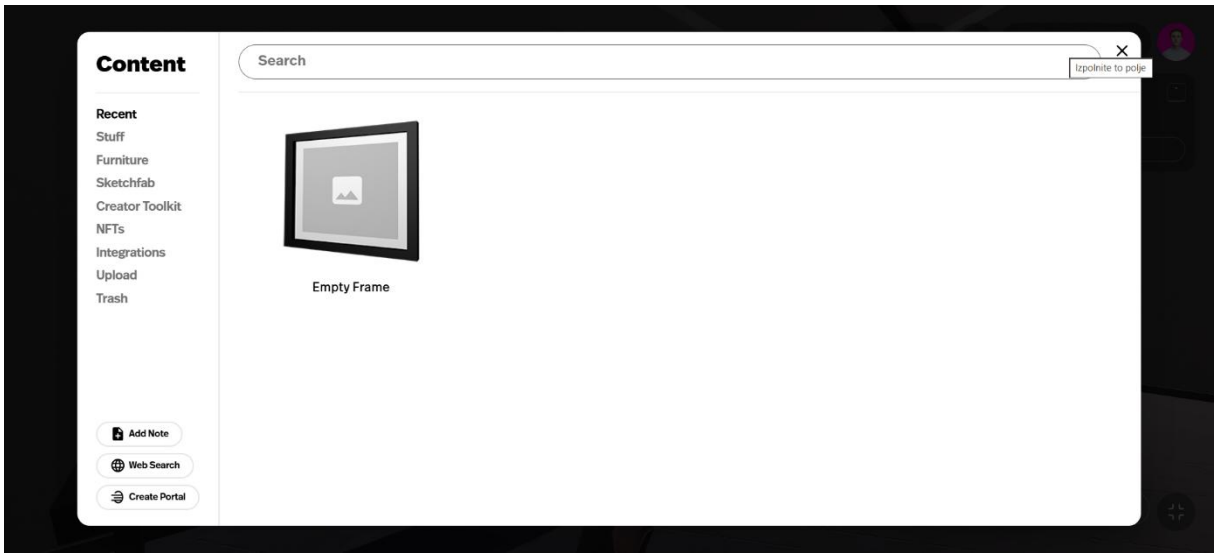
Adding an Empty Display Panel (Empty Frame)

1. Open the Add Menu

- Click the "+ Add Content" button in the upper-right corner of your screen.
  (You will see it next to the Share and Settings icons.)

2. Select "Empty Frame"

- In the content selection window that appears, choose "Empty Frame."
- You'll find it under the "Recent" or "Stuff" category.
- Click on it, and a new empty display panel will appear in the 3D space.



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3. Position the Frame

- Click on the new frame to select it.
- Use the adjustment panel on the right to fine-tune:
  - Position (x, y, z) – move the panel forward, backward, up, or down.
  - Rotation – turn it to face the correct direction.
  - Scale – resize the frame to fit your wall or table.
- When satisfied, click "Done."

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Final Notes

The BuBi Eduverse environment offers a unique opportunity to engage learners in a meaningful, playful, and critical exploration of the digital world. As educators, your role is key in guiding participants through this immersive experience — not just technically, but by encouraging reflection, curiosity, and open discussion.

Whether you are working in-person or remotely, this virtual space allows for collaboration, creativity, and active learning, helping participants build different literacy skills that are essential in today's digital age.

We encourage you to:

- Explore the environment yourself before guiding others
- Foster open dialogue and critical thinking
- Have fun while learning!

Thank you for being part of the BuBi experience — together, we're building a more informed, aware, and resilient digital generation.

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