



# Future Time Traveller 3D virtual world career game for Generation Z

Explore the future world in 2050, and the trends that shape it, get familiar with the emerging jobs and the skills they will require.

<http://future-time-traveller.eu>

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**FUTURE TIME TRAVELLER is an innovative virtual reality platform that apply the methodology of educational games to create a simulation of a future world.**

In 2020, FUTURE has received the special award for an innovative social platform at the annual Computer Space international computer art forum and has been recognized as a best practice for social emotional learning.

The serious game scenarios incorporate elements of Escape Rooms, Web Quests, Treasure Hunting, strategy and adventure games which have the potential for facilitating career decision making process and help users make use of the labour market intelligence. The visual stimulating, user-centric approach foster engagement and create a truly unique learning experience. The virtual reality environment is designed around a story, which will involve the users in a learning journey, including different virtual spaces.

While exploring the future, the young people improve their knowledge of trends that shape the world of work; sensitize themselves about the societal challenges and dilemmas that accompany technological development; enhance their understanding of the emerging jobs and the skills that will require; promote personal insight of the various career opportunities in front of them and of their role of mastering the future and demonstrate in practice a wide range of career management competences.

Throughout their learning journey players have to complete various missions, which require critical and pro-active thinking, decision making, problem solving; creativity and flexibility. Thus, the FUTURE TIME TRAVELLER helps young people develop in practice a wide range of career management competences for the 21-st century, which in a long-term plan will enhance their employability, productivity and active participation in society.

The users are involved in variety of tasks– reading materials, watching videos, researching for information, solving riddles, puzzles, quizzes, etc. – in order to obtain information about the future life, trends, jobs and skills. Pedagogic elements are closely integrated into the virtual reality environment in order to create a more intuitive method for facilitating learning.

## [Short video presentation of the game](#)

### **Scenario plot:**

The player enters the platform with his/her avatar and gets acquainted to the platform and the project as a whole and learns how to navigate. The player receives a message from the future, which introduces him/her to the mission of the game and receives the first task - to sort various sources of information with regard to their credibility about the future jobs.

Upon successfully finishing this mission, the player opens the Time Machine and teleports to the year 2050. There, the player checks one's knowledge and ideas about the future of jobs in a quiz. In mission 3 the player will explore future jobs and should define the necessary skills and competences they would require.

In the fourth mission the player will act as a Detective in the future - investigate resources about current developments and find clues to sort out correctly 20 jobs in 3 categories – whether they will potentially remain, change fundamentally (requiring completely new skills) or disappear in the foreseeable future (be automated and replaced by robots).

Before returning to year 2020, the user has to complete a message to humanity by filling out blank spaces. The task consolidates the knowledge and information, covered in the previous missions.

Player is back in year 2020 and has to create a short, original description of a job of the future that does not exist yet. The descriptions will be posted on the FUTURE Facebook page and preserved in a Time capsule on the project website. In the final, self-reflection task the player will synthesize the main ideas and insights provoked by the game, in a personal "Message to myself in the future", which will be delivered in a chosen moment in time.

The direct target group of the game are young people (generation Z), especially those in transition from education to labour market and/or further education and training. However, the platform aims also to serve as an illustration of the project approach and support tool for career guidance practitioners and policy experts.

The developed Methodology and guidelines for game-based scenario development are a key aspect in mainstreaming the innovative project approach. The methodology enables career guidance practitioners to turn the career education into a collaborative project, involving students in designing serious career games and scenarios.

FUTURE is an KA3 Erasmus+ funded initiative, that has been launched and coordinated by the [Business Foundation for Education](#) in Bulgaria, in partnership with CTI in Greece, CIAPE - Italian Permanent Learning Centre, Aspire-international in UK, University of Lodz in Poland, the German Institut für Lern-Innovation and the European Board for Certified Counselors based in Portugal.

Find out more on project website <http://future-time-traveller.eu> and on the Facebook page <https://www.facebook.com/Future.Time.Traveller>