

D6.1 Recommendations for traveller cooperation - Summary

Deliverable D6.1 provides recommendations on how to address travellers' cooperation when crossing the border of the Schengen Area. These recommendations are based on the principle of enhancing the traveller's awareness as a well-informed person when crossing the border. Therefore, two didactic materials (one hybrid game prototype and one idea for a tool) to support the traveller's awareness have been created. This document describes the design and analytical process to deliver these didactic materials, as well as the evaluation of them.

The starting point of this deliverable includes three complementary sources of information: review of background material, observations and interviews with travellers, and an online survey.

- The *review of background material* includes the examination of three types of literature. First, literature related to travellers' knowledge and experience when crossing the border of the Schengen Area; second, literature discussing what type of information travellers should be aware of when crossing the Schengen Area border; third, an assessment of current products available on the market to support travellers' learning. The outcomes of these inspections serve as a part of the foundations to understand how to teach travellers to use innovative border tools that require human-machine interaction when crossing the borders of the Schengen Area.
- *Observations and interviews with travellers* allow to listen to the travellers. Through the *observation* it is possible to detect specific traveller patterns that need to be addressed as well as others that can be encouraged. Listening to the travellers serves the purpose to hear from them what are their perceived experiences and needs. This work has been performed in collaboration with WP3.
- *An online survey* that reaches as many travellers as possible was implemented. In addition to designing the research questions, testing the survey and digitizing it, an effort has been spent on promoting the survey.

This deliverable concentrates on the design and implementation of a gamified learning material. The first step after having an understanding of the travellers' current challenges and the context where they need to apply their knowledge related to border crossing, we outline the learning objectives for the didactic material to be developed in this task. Afterwards, for the development of the concept, we utilize co-creation methods with travellers to deliver a suitable concept for the learning material: a hybrid game prototype titled PASS and one idea-stage tool.

This deliverable addresses how the hybrid game prototype titled PASS has been designed and developed. It mentions characteristics of the game, its digital storytelling aspects, the technology utilized as well as the testing and evaluation of the prototypes. It also describes the idea-stage tool that emerged from the co-creation session and that was discussed on the



field with travellers. Finally, this report suggests some recommendations on how to address travellers' cooperation when crossing the border of the Schengen Area

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