



## HFE 2.0 - LTTA 25.05.2022 AGENDA - [ZOOM LINK](#)

**PURPOSE:** Hunt for Europe is a language & culture learning application consisting of an e-learning system which utilizes *Artificial Intelligence* and language specific 3D games, or simulation environments, where you have to work together with another player to solve mysteries and also verbally interact with Non-Player Characters via Speech Recognition. The purpose of the LTTA is to introduce and test the platform.

TIME	THEME	PRESENTER
2:00 - 2:15 PM	Welcome & Introductions	Kristin Brogan
2:15 - 2:30 PM	Introduction to the Project & purpose of the LTTA	Thomas Hansen
2:30 - 3:00 PM	Demo of Game ENVs: Partners talk about their environments. Both the Single Player and MP will be demoed, most focus on MP	Thomas Hansen
3:00 - 4:00 PM	Hands-on Game ENVs:	<i>Partnered Activity</i>
4:00 - 4:15 PM	Q & A	Led by Kristin Brogan
4:15 - 4:45 PM	Demo of VCC	Thomas Hansen
4:45 - 5:15 PM	Hand-on VCC	<i>Partnered Activity</i>
5:15 - 5:30 PM	Q & A	
5:30 - 5:45 PM	Demo of EU Parliament + Jeopardy	Rene Bigum & Steffen Hansen
5:45 - 6:00 PM	Final QA	Led by Kristin Brogan

**Partnered Activity:** During the Hands-on sessions, teachers from the individual partners team up and play together. They can take turns playing and helping each other out with everything. HFE/LudusXR partners can be allocated to each individual group to assist with explanations and troubleshooting.

