FOOD4ALL Agri-Trekking Quiz Manual

Developed by SEIT Lab, University of Cyprus

Introduction

The **FOOD4ALL Agri-Trekking Quiz** is part of **Work Package 3 (WP3)** of the FOOD4ALL project. It is a gamified, interactive Open Educational Resource (OER) developed to connect students aged **8–18** with themes in **agriculture, environmental awareness, and local food systems**.

This tool supports educators and learners in discovering key agricultural concepts through engaging quizzes presented in a playful and intuitive environment.

Login & Access

- **Platform URL:** https://food4all.cs.ucy.ac.cy

- **Login Method:** Users must log in using an **email address**.

- **No role-based access** is required (e.g., no separate teacher/student roles).

Game Overview

The quiz is structured across **three interactive landscapes**, each addressing a set of agricultural topics:

1. Urban Landscape

- **U1:** Food Safety

- **U2:** Food Security

- **U3:** Careers in Agriculture

- **Challenge:** Focus on understanding urban food systems and awareness.

2. Farmer's Market Landscape

- **F1:** Local Food Production

- **F2:** Organic vs. Conventional Agriculture

- **Challenge:** Promotes sustainable production and consumption knowledge.

3. Rural/Agricultural Landscape

- **R1:** Usage of Pesticides

- **R2:** Agroecological Management Options

- **R3:** Land Management Strategies

- **R4:** Soil and Food Production

- **Challenge:** Emphasizes land management and ecological farming practices.

Each topic includes **10 multiple-choice questions**.

Gameplay Instructions

- Users **select a landscape** to begin the quiz.

- Each quiz contains **10 questions**.

- Question format: **Multiple Choice Only**.

- After each question, **immediate feedback** is given:
  ✅ Correct / ❌ Incorrect

- There is **no score tracking**, progress bar, or leaderboard.

Languages

The quiz is available in the following languages:

- **English**

- **Greek**

- **Italian**

- **Macedonian**

Intended Users

- Designed for **students aged 8–18**.

- The game is for **independent exploration** – no teacher panel or monitoring system is included.

- Educators are encouraged to recommend the quiz but **do not need to assign or manage** user accounts or content.

Technical and Design Notes

- Optimized for **modern browsers** (Chrome, Firefox, Edge).

- Visual layout and interaction are age-appropriate and engaging.

- Accessible through desktop, laptop, and potentially tablet devices.

- No installation required – browser-based game.

Support

For any technical support or feedback, please contact the developers at:

Software Engineering and Internet Technologies (SEIT) Lab
University of Cyprus
https://www.cs.ucy.ac.cy/seit/