



ClairCity: Citizen-led air pollution reduction in cities

D4.17 School Competition Released

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Document Details

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Description	<p>This report belongs to the implementation of the Task 4.4.2 Competition for Schools: My City, My School, My Home.</p> <p>The competition for Schools: My City, My School, My Home is a game which is designed as a tool for change towards smart consumption, reduced carbon / air pollutant emissions and healthy lifestyle.</p> <p>The online tool is developed by the subcontracted company (Progressive Studio Ltd.) and the REC team. The tool is hosted by Progressive Studio Ltd. and linked to the ClairCity website.</p> <p>This report contains the concept of the activity, the design and the framework for the online use by the school teams between the age of 13 and 16.</p> <p>The tool for the school competition is released in English language in M24. The other 5 language versions will be developed in the coming months, until September 2018.</p>

Version History

Version	Updated By	Date	Changes / Comments
V1.0	Éva Csobod, Daniel Szabó (REC)	17 April 2018	Version 1.0
V2.0	Péter Szuppinger (REC)	21 April 2018	Added Executive Summary chapter; Streamlined and formatted according to Template.
V2.0		23 April 2018	Approved by the EMG (Project Director, Project Lead and Work Package Leads)

V3	Péter Szuppinger (REC); Enda Hayes (UWE); Hans Bolscher, Irati Artola (Trinomics)	27-30 April 2018	Final edits after discussions at the Annual Meeting in Poland
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Contributions and Acknowledgements

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Quality Assurance	Péter Szuppinger (REC)
Project internal comments	Enda Hayes (UWE) Laura Fogg Rogers (UWE) Corra Boushel (UWE)
Project external contributions	Daniel Szabó (Progressive Studio Ltd., subcontractor; Chapter 5, Annex I)

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Executive Summary

The main goal of the Task 4.4 (Citizens and their health) of the ClairCity project is to empower citizens to better understand the specific challenges of their hometown and the opportunities their city already offers, and to engage them into moving towards a sustainable future, including reduced pollutants emissions and carbon footprints, improved air quality and decreased health risks.

Under Task 4.4.2 (Competition for schools) the main target audience are schoolchildren. The activity builds on the action competence approach of environmental education. The goal of the activity is to engage interested school children to act towards good environment, low carbon emission, healthy city, health promoting school and healthy home environment. The activity is called 'My City, My School, My Home'.

The selected school teams need to collect data on their city, their school and their own housing, transport, food consumption and environment to be able to decide on measures for a change towards smart consumption, good environment, reduced emission and healthy lifestyle. The activity will be implemented mainly by an online tool. This interactive software can serve as a useful education tool.

In this deliverable we describe the two main elements of the Schools Competition Task 'guidelines and supporting documents' and 'software development'. This deliverable, currently in 'alpha' version, will be refined following testing (in two schools in Hungary) and based on the tests and specific situation in the ClairCity case study cities and regions, the guidelines and supporting documents can be optimized per city and the online tool may be updated.

Guidelines and supporting documents:

The concept and guidelines for the Schools Competition have been developed by REC for partners to use (see Chapter 1). The concept and plan have been fine-tuned several times based on discussions with the partner cities. The main discussion points, besides the details of the software, were the age range of children, the techniques to be used to involve schools and the timing. For helping the project partners, REC developed a summary description for schools and a poster to be sent to schools (see Chapter 2). According to the plans the cities and city buddies will approach the schools in first half of 2018. After the release of the software (April 2018), schools have to implement the competition in the school year 2018/2019.

Besides this, experts from REC and UWE, developed an after competition evaluation survey template (see Chapter 3) and also the relevant ethics consent documents (see Chapter 4).

Software development

The core element of the task is the development of the software. For this, the project team in REC carried out a tendering procedure in order to subcontract an external company to develop a web-based interactive software for schools. REC selected the company Progressive Studio Ltd. The software is launched in April 2018, as planned, to support the school competition which will be rolled out across the cities / regions to align with school term times and curricular activities. The User Manual of the interactive web surface (Chapter 5) and some snapshots of the webpage (Annex I) are also part of this deliverable.

1 Guidelines for the cities/regions

1.1 Concept of the school competition

Competition for Schools connect the environment of the city, the school and the home.

The selected schools of the city/region will participate in the school competition. The school teams will use a web based interactive game.

The school teams will collect environmental and health data from the city, the school and the home. The collected data will be inserted to the web based interactive software which will show how the city looks like nowadays. Then the teams will decide on potential measures to change the future, based on which the software will show the possible future of the 'Clean air and healthy city' in 2030 and 2050.

The best/sustainable 'Clean air and healthy city' cityscape will be used to evaluate the results of the participating school teams.

1.2 How to select the schools for the competition?

The schools will be selected by the cities/regions in cooperation with the WP4 leader.

The students with the age of 13-16 can form groups for participation in the competition. (Original proposal was age 14-16 but some cities expressed the need to move to 13-16 due to the school system in the country). It is expected that 10-15 school teams will be selected for participation per city/region. One team should consist of around 5 pupils, with a maximum number of 10.

Promotion of the school competition will be done with the help of the cities/regions. One of the useful tool for promotion of the competition is the Poster about the ClairCity school competition. The posters can be put on the information table in the schools.

Each school with the team will apply for participation in the competition via a standard application form.

The application process, the content and format of the poster and the application form are developed by the WP4.4.2 leader (REC) in English and are to be translated into national languages by the city buddy/cities/regions.

The school team selection will be implemented by the city/region.

1.3 Tasks for the school teams

The participating school teams will collect data

- on their city energy use, transport and air quality
- on their school energy use, transport and air quality
- on their own housing, transport, food consumption and health

REC will provide the format for the data collection (Excel) that will be incorporated into the software.

The interactive software will process the collected data by the school teams as entry data and calculate the overall air quality, health impact and carbon footprint.

The online tool will offer potential measures for the participating groups towards the future smart consumption, good environment, reduced emission and healthy lifestyle. Teams will decide on selecting or dropping measures. Based on this future cityscapes will be created.

The evaluation of the school competition is based on the followings:

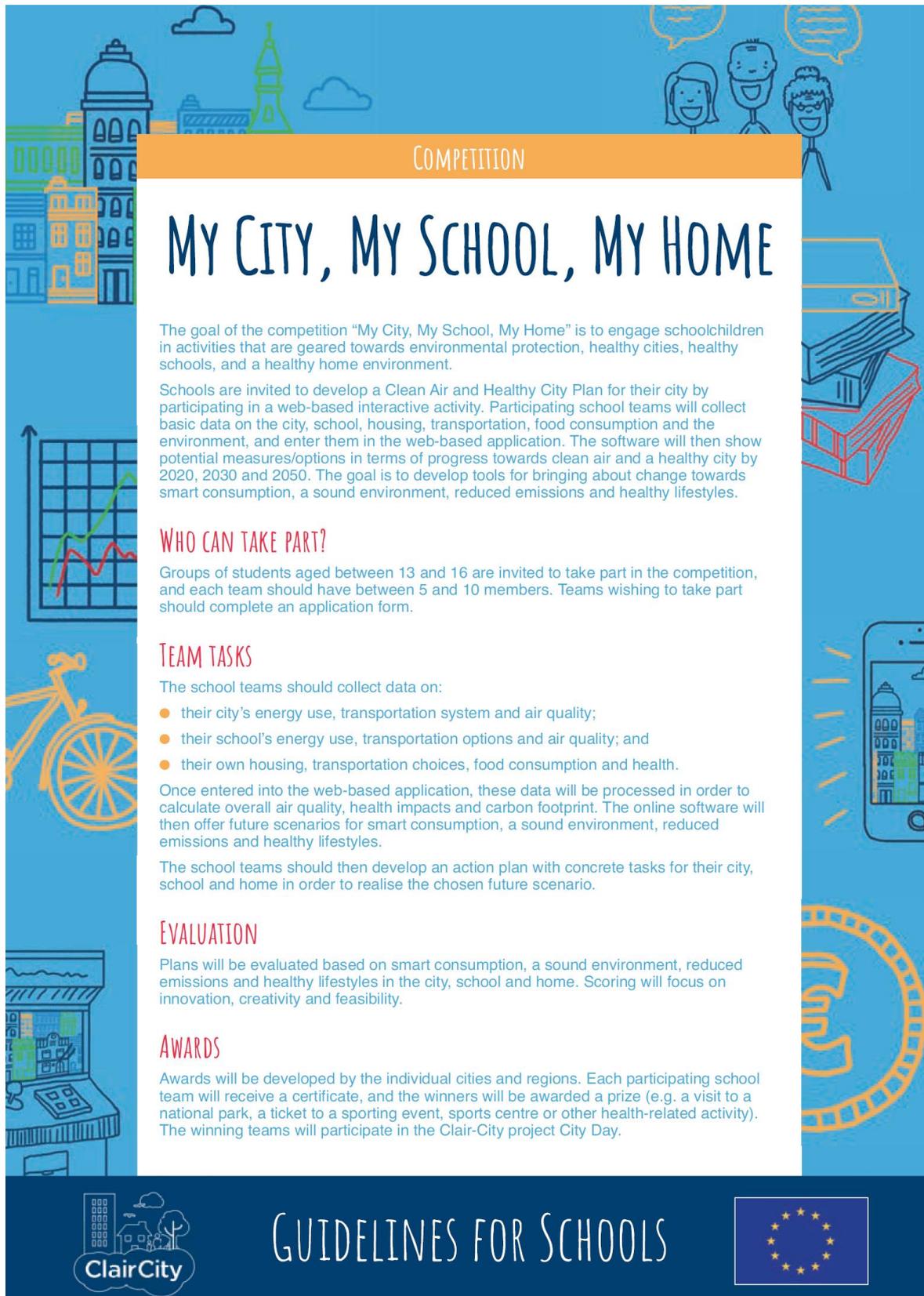
- the data collected by the school team
- the selection of future measures
- the short explanation on decisions given by the Teams.

The awarding process can differ between cities. Where possible an attractive prize will be available to promote participation. Ideas for the prize: a visit to a National Park in the country or an interesting environmental organisation, sport season ticket to swimming pool or other sport center or other health related activity in the city/region, access to further educational support and/or resources from local/project partners. Also presentation of their ideas on a special occasion to the public or to city-officials can be part of the package.

1.4 Work plan for the WP4 coordinator and the cities/regions

- REC completed the concept and the design of the Competition for Schools: My City, My School, My Home. The concept includes the structure, the content elements, timeframe for the development and implementation of the competition, and the visual design. (July-Aug 2016, update Nov/Dec 2016, second update April 2017).
- REC has circulated for feedback the concept and the design of the School competition for the WP4 partners and cities. (Dec 2016/Jan 2017, circulation of the updated document April 2017).
- The detailed Competition design is translated to the national languages by the partners/cities (6 languages including English). (May 2017 - optional).
- The IT technical work of the web based competition (school game) is done by a subcontracted organisation. Company selected and contracted by REC by April 2017.
- Web surface development by April 2018.
- The city buddy and city/region are responsible for the implementation: selection of the school teams, running the Competition and deliver the feedback/outcome to the REC. (From May 2018).
- The city/region will design a prize for the winner school of the Competition with the city buddy. The winner ceremony is organised by the city/region, maybe linked to the ClairCity City Day (indication: early 2019).
- The overall results of the Competition is uploaded to the project website (by May 2019).

2 Info sheet and application form for schools



COMPETITION

MY CITY, MY SCHOOL, MY HOME

The goal of the competition "My City, My School, My Home" is to engage schoolchildren in activities that are geared towards environmental protection, healthy cities, healthy schools, and a healthy home environment.

Schools are invited to develop a Clean Air and Healthy City Plan for their city by participating in a web-based interactive activity. Participating school teams will collect basic data on the city, school, housing, transportation, food consumption and the environment, and enter them in the web-based application. The software will then show potential measures/options in terms of progress towards clean air and a healthy city by 2020, 2030 and 2050. The goal is to develop tools for bringing about change towards smart consumption, a sound environment, reduced emissions and healthy lifestyles.

WHO CAN TAKE PART?

Groups of students aged between 13 and 16 are invited to take part in the competition, and each team should have between 5 and 10 members. Teams wishing to take part should complete an application form.

TEAM TASKS

The school teams should collect data on:

- their city's energy use, transportation system and air quality;
- their school's energy use, transportation options and air quality; and
- their own housing, transportation choices, food consumption and health.

Once entered into the web-based application, these data will be processed in order to calculate overall air quality, health impacts and carbon footprint. The online software will then offer future scenarios for smart consumption, a sound environment, reduced emissions and healthy lifestyles.

The school teams should then develop an action plan with concrete tasks for their city, school and home in order to realise the chosen future scenario.

EVALUATION

Plans will be evaluated based on smart consumption, a sound environment, reduced emissions and healthy lifestyles in the city, school and home. Scoring will focus on innovation, creativity and feasibility.

AWARDS

Awards will be developed by the individual cities and regions. Each participating school team will receive a certificate, and the winners will be awarded a prize (e.g. a visit to a national park, a ticket to a sporting event, sports centre or other health-related activity). The winning teams will participate in the Clair-City project City Day.



GUIDELINES FOR SCHOOLS



3 School Competition Post-participation Survey

ClairCity needs to evaluate how effectively it has achieved its aims over the course of the project. In order to get information about the Schools Competition teacher participants and how they found taking part we need to collect demographic information, as well as asking them attitudinal questions.

Following participation in the competition, teachers will be sent an email asking them to complete a review survey.

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Thank you for taking part in the ClairCity Schools Competition. We would like to evaluate your experience of the project through a short online questionnaire. Participation is voluntary.

The questionnaire will take about 10 minutes to complete. Data will be stored securely in accordance with the terms and conditions of the 1995 EU Data Protection Directive. Your answers will be anonymised and then grouped thematically with other respondents so they are not identifiable to you. Overall outcomes from the evaluation will be published in an evaluation report to the European Commission and communicated more widely where possible.

It is up to you to decide whether or not to take part. If you do decide to take part, please proceed and complete the online questionnaire. This study was given ethics consent by the Research Ethics Committee of the University of the West of England, UK researchethics@uwe.ac.uk.

1. How did you enjoy working with the ClairCity project?

- Really enjoyed it
- Enjoyed it
- It was OK
- Didn't enjoy it
- Didn't enjoy it at all

Other comments:

2. How would you rate the following aspects of the ClairCity Schools Competition?

	Very good	Good	Poor	Very Poor
Activity design				
General organisation				
The materials provided				

Other comments:

3. How useful were the activities in supporting your teaching about air pollution, carbon emissions and health?

- Very useful
- Quite useful
- Not very useful
- Not at all useful

Please explain further:

4. How successful do you feel the competition was in achieving the following aims?

	Very successful	Quite successful	Not very successful	Not at all successful
Increasing your students' awareness and knowledge of air pollution, carbon emissions and health?				
Motivating your students to make changes to their daily lives to reduce air pollution and carbon emissions?				
Motivating your students to take an interest in their city's issues around air pollution and carbon emissions?				

5. Are you planning on doing anything to reduce air pollution and/or reduce carbon emissions, as a result of participating in this ClairCity activity?

Yes

No

If Yes please give details:

If No, why not?

I haven't thought about it

There is nothing I could personally change

I feel it's too difficult to change

It's up to local and national government to take action

Other: _____

6. Are your *students* planning on doing anything to help reduce air pollutions and/or reduce carbon emissions, as a result of participating in this ClairCity activity?

Yes

No

Don't know

Please give details:

Demographics

We need to collect information on the teachers and school's demographics.

Are you: Male Female Prefer not to say

Age (years): 18-24 25-34 35-49 50-64 65+

Teaching specialism:

School location:

Thank you for your time.

4 Ethics consent for participation

We will approach teachers or head teachers, inviting their participation in the competition. The Participant Information Sheet (see below) can help to inform them. When they are enthusiastic and want to participate and when required (different per country) the teachers will sign an Organisational Consent Form. Depending on the national situation and the final details of the competition/online tool, consent forms from parents could be required so we have developed this (see 4.2).

Special attention will be given to offer participating schools not only extra educational resources but also a very interesting and high quality informative package of information on Climate Change, Air Quality and Health implications that can help them in their further work on this topic.

4.1 Teachers' Participant Information Sheet

Your school is being invited to take part in the ClairCity Schools Competition, a project and research study. ClairCity is an innovative project involving thousands of people in cities across Europe, enabling communities to decide the best local options for a future with clean air and lower carbon emissions.

We would like to invite children from your school (13-16 year) to form teams (4-8 pupils per team) to take part in our ClairCity Schools Competition. The teams will take part in a competition to learn about air pollution, climate change, and health along with the barriers and solutions to a future with clean air. Your pupils' participation will enable us to develop different futures for our cities that can eventually contribute to the policy outcomes of our project.

An attractive prize(to be adapted per country...) will be available for the winning team.

The goal of the activity is to engage interested school children to take action towards a good environment, low carbon emission, healthy city, health promoting school, and healthy home environment. The school teams will use a web based interactive game to develop a 'Clean air and healthy city' plan. The school teams will collect environmental and health data from the city, the school and the home. The collected data will be inserted to the web based interactive software which will show the possible future of the 'Clean air and healthy city' in 2020, 2030 and 2050. The scoring of the best/sustainable 'Clean air and healthy city' plan in 2020, 2030 and 2050 will be used to evaluate the results of the participating school teams.

How the activities are integrated in your school (extra-curricular or not) can be arranged per school. When/if required parental consent can be facilitated by the project.

All participation is voluntary and you will only be asked for a 'light' evaluation at the end .

Your school and pupils' details will be processed by the ClairCity project in accordance with the terms and conditions of the 1995 EU Data Protection Directive. All data will be anonymous and stored securely and not make it available to any third party.

The competition outcomes can be made public to celebrate your school children's achievements. Overall results (no personal/detailed information) from the competition will be

published in reports to the European Commission and on our website www.claircity.eu, and through wider media.

If possible and permissible with the winners we will try to set up a promotional opportunity for the award ceremony.

It is up to you to decide whether or not to take part in the competition. You can withdraw your participation from the project at any time. This study was given ethics consent by the Research Ethics Committee of the University of the West of England, UK researchethics@uwe.ac.uk.

Please do ask us if there is anything that is not clear or if you would like more information, using the details above.

ClairCity Project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 689289.



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ClairCity: Citizen Led Air Pollution Reduction in Cities

Teachers' Consent Form

- I have read the information on the Participant Information Sheet and consent to students from my school being contacted about the ClairCity Schools Competition.
- I understand the competition winners could be celebrated publicly.
- I understand we are free to withdraw from the project up at any time.
- I understand I will be asked to complete an online questionnaire when the competition finishes.

Name _____

Position _____

Signature of Participant _____

Date _____

Name _____

Signature of Researcher _____

Date _____

4.2 Parent Participant Information Sheet

Your child is being invited to take part in the ClairCity Schools Competition, a fun way to learn about climate and air quality. ClairCity is an innovative project involving thousands of people in cities across Europe, enabling us all to decide the best local options for a future with clean air and lower carbon emissions.

We would like to invite your child to take part in our ClairCity Schools Competition. All participation is voluntary. Teams of four to eight children will take part in a competition to learn about air pollution, climate change and health, along with the barriers and solutions to a future with clean air. Your child's participation will enable us to develop different futures for our cities that can eventually contribute to the policy outcomes of our project.

The goal of the activity is to engage interested school children to take action towards a good environment, low carbon emission, healthy city, health promoting school, and healthy home environment. The school teams will use a web based interactive game to develop a 'Clean air and healthy city' plan. The school teams will collect environmental and health data from the city, the school and the home. The collected data will be inserted to the web based interactive software which will show the possible future of the 'Clean air and healthy city' in 2020, 2030 and 2050. The scoring of the best/sustainable 'Clean air and healthy city' plan in 2020, 2030 and 2050 will be used to evaluate the results of the participating school teams.

Children will participate in the project(adapt per school/country...). As such, we need your consent for your child to take part, as well as their own agreement.

Your child's details will be processed anonymously by the ClairCity project in accordance with the terms and conditions of the 1995 EU Data Protection Directive. We will hold their data anonymous and securely and not make it available to any third party.

The competition outcomes can be made public to celebrate your school children's achievements. Overall results (no personal/detailed information) from the competition will be published in reports to the European Commission and on our website www.claircity.eu, and through wider media.

If possible and OK with the winners, we will try to set up a public moment for the prize ceremony.

It is up to you to decide whether or not you want your child to take part in the competition. You can withdraw your participation from the project at any time. This study was given ethics consent by the Research Ethics Committee of the University of the West of England, UK researchethics@uwe.ac.uk.

Please do ask us if there is anything that is not clear or if you would like more information, using the details above.

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ClairCity: Citizen-Led Air Pollution Reduction in Cities

Parent Participant Information Sheet

Your child is being invited to take part in the ClairCity Schools Competition, a project and research study. Please do ask us if there is anything that is not clear or if you would like more information, using the details above.

ClairCity is an innovative project involving thousands of people in cities across Europe, enabling us all to decide the best local options for a future with clean air and lower carbon emissions.

We would like to invite your child to take part in our ClairCity Schools Competition. All participation is voluntary. Teams of five-ten children will take part in a competition to learn about air pollution, climate change and health, along with the barriers and solutions to a future with clean air. Your child's participation will enable us to develop different futures for our cities. This will inform the development of the project and eventually contribute to the policy outcomes of our project.

The goal of the activity is to engage interested school children to take action towards a good environment, low carbon emission, healthy city, health promoting school, and healthy home environment. The school teams will use a web based interactive game to develop a 'Clean air and healthy city' plan. The school teams will collect environmental and health data from the city, the school and the home. The collected data will be inserted to the web based interactive software which will show the possible future of the 'Clean air and healthy city' in 2020, 2030 and 2050. The scoring of the best/sustainable 'Clean air and healthy city' plan in 2020, 2030 and 2050 will be used to evaluate the results of the participating school teams.

Children will participate in the project in their own time and this will contribute to their development and curriculum learning. As such, we need your consent for your child to take part, as well as their own agreement.

Your child's details will be processed by the ClairCity project in accordance with the terms and conditions of the 1995 EU Data Protection Directive. We will hold your data securely and not make it available to any third party unless permitted or required to do so by law.

The competition outcomes will be publicised to celebrate the school children's achievements. Overall outcomes from the competition will be published in reports to the European Commission, on our website www.claircity.eu, and through wider media.

4.3 Pupil Participant Information Sheet

You are invited to take part in the ClairCity Schools Competition, a fun way of learning more about Climate and Air Quality. ClairCity is an innovative project involving thousands of people in cities across Europe, enabling us all to decide the best local options for a future with clean air and lower carbon emissions.

The schools competition involves teams of four to eight children recording information about air pollution, climate change and health in your local communities. You will then use this information to enter an online game to design a 'Clean air and healthy city' plan up to the year 2050. The best team will.....(award to be adapted per city....)

You will participate in the project with your school and with some support from your teacher.

It is up to you to decide whether or not you want to take part in the competition. You can withdraw your participation from the project at any time.

This study was given ethics consent by the Research Ethics Committee of the University of the West of England, UK researchethics@uwe.ac.uk.

Your details will be anonymous and securely processed by the ClairCity project in accordance with the terms and conditions of the 1995 EU Data Protection Directive. We will hold your data anonymous and securely.

Please do ask us if there is anything that is not clear or if you would like more information, using the details above.

ClairCity Project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 689289.

Researcher: <local contact person> and Dr Eva Csobod

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Pupil Participant Information Sheet

You are being invited to take part in the ClairCity Schools Competition, a project and research study. Please do ask us if there is anything that is not clear or if you would like more information, using the details above.

ClairCity is an innovative project involving thousands of people in cities across Europe, enabling us all to decide the best local options for a future with clean air and lower carbon emissions.

The schools competition involves teams of five-ten children recording information about air pollution, climate change and health in your local communities. You will then use this information to enter an online game to design a 'Clean air and healthy city' plan up to the year 2050.

You will participate in the project in your own time, although this contribution will be celebrated in your school community.

Overall outcomes from the competition will be published in reports to the European Commission, on our website www.claircity.eu, and through wider media.

It is up to you to decide whether or not you want to take part in the competition. You can withdraw your participation from the project up until the competition has finished in your school. This study was given ethics consent by the Research Ethics Committee of the University of the West of England, UK researchethics@uwe.ac.uk.

Your details will be securely processed by the ClairCity project in accordance with the terms and conditions of the 1995 EU Data Protection Directive. We will hold your data securely and not make it available to any third party unless permitted or required to do so by law. ClairCity Project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 689289.

5 User Manual (alpha version, to be adapted)

5.1 Introduction

The ClairCity Interactive Cityscape is a questionnaire about the habits of students and schools. Starting from their own hometown's current state, they can accept or reject suggested measures and interactively explore what consequences it might bring to their home, school and city.

5.2 Glossary

Questionnaire: The questions for the students that the interactive cityscape is based on. Each question contributes to „today's cityscape" in a way that is relevant to the effects of the answer that the students have chosen.

Measures: Students decide whether to accept or reject proposed measures, based on the best practices and planned regulations for 2030 and 2050. Answering these questions with a 'yes' or a 'no' gives a score that alters the interactive cityscape in a positive or negative direction.

Eco-points: There are three categories of points – Climate change, Air quality and Health. Every answer has a score for the category that is most influential on. After completing the questionnaire, each team will acquire a score based on the answers they had given. The interactive cityscape graphics are generated based on these scores. The 'yes' / 'no' answers for the measures also have Eco-points, and they alter the future cityscapes as well in the 'Measures' phase.

Token: A secret key for team identification. Uniquely generated for every team. This key is integrated to the direct link given to the teams by email, and this key grants access only to the team's own questionnaire. (So, even if someone guesses another team's name, they are still unable to see or modify their questionnaire.)

5.3 Pre-registration

5.3.1 *Creating schools*

Teams send their application forms (on paper) back to REC with the following information:

- Team name
- An email address for the team
- School (*the team belongs to*)
- City (*the team belongs to*)
- Students (*optional, can be entered later*)

When creating a team, the following information can be entered, selected or modified.

- Name of school
- City
- Email

- Contact person's name (*optional*)
- Contact person's phone number (*optional*)

01 School info

Name of school *

→ schools/rec-test-school

City

E-mail

The school contact person will receive the link to the questionnaire as well as the team.

Contact person

Name

Phone

Teams cannot be created without creating a school beforehand.

5.3.2 Creating teams

On the panel Dashboard click on **'Add new team'** to create a new team.

- **Add a new page:** enter the team name.
- **URL-appendix:** the team's url is generated automatically from the entered team name.
Tip: Check for anything offensive that might appear here due to the conversion to lowercase, English alphabet-only format – punctuation, or vowels with long accent mark on them might be omitted.

When the team is created, on the panel you can read and/or modify the following information for the team.

- **Token:** this cannot be changed. This is the secret key for identification – it is unique for every team. Since there is no login procedure, this key grants access to the team's questionnaire only if they come from the link that is sent out to the team's email address.
- **City:** After saving the team with the 'Save' button on the bottom of the page, this read-only field will display the city of the school that is selected next to it. It will appear on the interactive cityscape.
- **School:** Select the appropriate from the previously added schools.
- **Team name:** Has to be unique. This will identify the team in the reports.
- **Language:** The language can be set here.
- **Status:** A team can have the following status.
 - **Incomplete:** This is the initial status. The team is not active, but all changes are saved. No notifications will be sent in this phase until the status is changed.

- **Verified (Questionnaire email sent):** When switched to this status, an email is sent with the link to the team’s email, and the team is activated. The link for the team will point to the Start page. The team stays in this state until they submit their questionnaire. Until then, their eco points or any modification to the list of the participating students are not saved.
 - **Questionnaire submitted:** After a team saves its progress on the questionnaire, the same link that they received in the email will point to the interactive cityscape. They can answer the measures and see their progress on the cityscape.
 - **Measures submitted:** When the team sends in their answers on the measures, their progress will be locked, and they will see the ‘Success’ page. They can revisit their cityscape and see their answers, but they will not be able to change anything.
- **Team’s contact email address:** Notifications (including the link to the questionnaire) will be sent to this address.
 - **Students:** (*optional*) The participants can be entered based on the paper application form. This can be added or edited by the students themselves (if needed) at the start of the questionnaire, and will be locked after submitting the form.
 - **Team leader name** (*optional*)
 - **Team leader phone number** (*optional*)

Team info

<p>City</p> <input style="width: 90%;" type="text" value="Bristol"/>	<p>School *</p> <input style="width: 90%;" type="text" value="REC Test School"/>
<p>Team name *</p> <input style="width: 90%;" type="text" value="Test Team REC"/> <p style="font-size: small; margin-top: 5px;">→ teams/test-team-rec</p>	<p>Language</p> <input style="width: 90%;" type="text" value="English"/>
<p>Status *</p> <input style="width: 90%;" type="text" value="Measures submitted"/>	<p>Team e-mail *</p> <input style="width: 90%;" type="text" value="test@rec.org"/>

Don't change the status of a team, only when necessary! Changing the status sends an e-mail to the team.
The link to the questionnaire is sent to this e-mail address!

REC creates the team on the panel. When all necessary fields are filled, the status can be set from „Incomplete” to „Verified”. **Note:** when the team status is changed, the email with the link to the questionnaire is sent out automatically and immediately!

5.3.3 Managing the info about the teams

The **status of a team should never be manually changed**. It is still available as an option to provide some control over the team’s progress if something goes wrong, e.g. posting a score by mistake, or an unforeseeable system or browser error. Otherwise it would only be available for developers to change the progress.

All other team information can be changed on the go, although **it has to be done with caution**. For example, adding another participant after the questionnaire is completed will significantly

decrease the score of the team – as the system will think the points that the team has scored so far has to be divided between more participants, despite those added later did not provide any answers, thus no additional points are scored.

5.3.4 Editing questions and measures

The same has to be said about the questions and measures. They can be edited from the panel, but should not be changed unless absolutely necessary. The scores are not stored, only the answers – and score is calculated live to give equal chance to all the teams who have answered the questionnaire. The reason for this is that if the scoring changes, the points would be recalculated – as every team would receive their scores from the same scoring system, no matter how many points were set in the system at the time that they had filled out the questionnaire.

The points system is fine-tuned and calibrated for the optimum playing experience. Adding or removing questions or measures risks breaking the scoring system. Another reason why the questions and measures should not be changed is that they have to be translated to every language at the same time – if not, we risk showing a different set of questions to teams with different languages. If this happens, the team has to be put back manually to a previous stage in the game, they have to start from a previous step, and their progress (including their answers and the team participants) will be lost.

5.4 Team flow

Introducing the interactive cityscape by reviewing a team's journey.

5.4.1 Preparation

Teams send their registration on paper, and they get the questions and possible answers of the questionnaire back to prepare. They review the questions and research for the answers beforehand. They decide (or create) the email address they are going to use for the project. They check the terms, pose their questions and discuss them with their teachers and parents if needed.

5.4.2 Registration

The students assemble, and the team opens the questionnaire from the link that is sent to the team email address. By clicking 'Start' they enter the registration step. The students review their names and proceed (as most of them will be entered already through the registration process). If someone is not present, they can remove the missing team member. The names are not saved until they submit their answers for the questionnaire! If they quit the questionnaire before saving, the link will take them to the registration next time, and they have to start all over again.

Team registration

In this step you can enter the names of the team members. If you click on the 'Start the test' button, the names will be locked!

Team members

It's OK to write only your nicknames or your first name. You can enter your names in whatever order you like (e.g. from A to Z).

<input type="text" value="Alfred Andersen"/>	
<input type="text" value="Benjamin Blake"/>	REMOVE
<input type="text" value="Carla Crimson"/>	REMOVE
<input type="text" value="Drew Dennett"/>	REMOVE
<input type="text" value="Emily Eckstein"/>	REMOVE
<input type="text" value="Fiona Franklin"/>	REMOVE
<input type="text" value="Gary Glover"/>	REMOVE
<input type="text" value="Holly Hitchens"/>	REMOVE

If you click on the 'Start the test' button below, the names **cannot be modified anymore!** Please read the [Questionnaire Rules](#) before advancing!



5.4.3 Questionnaire

The 'Questions about your home' section have to be answered by every student individually. Based on the participants' list that they reviewed in the previous step, everyone has their own set of answers that they can select, and their names will be indicated above the answers in a bold green font. **Note:** it does not matter *how many* students fill in the form. The points score will be calculated and averaged based on the number of students, so there is no advantage for more populous teams. The 'Questions about your school' and 'Questions about your city' sections are answered together, with one answer option for the whole team. Submitting the questionnaire locks the team's participants list and moves the team on to the interactive cityscape.

1.2. How is your home heated?

Alfred Andersen

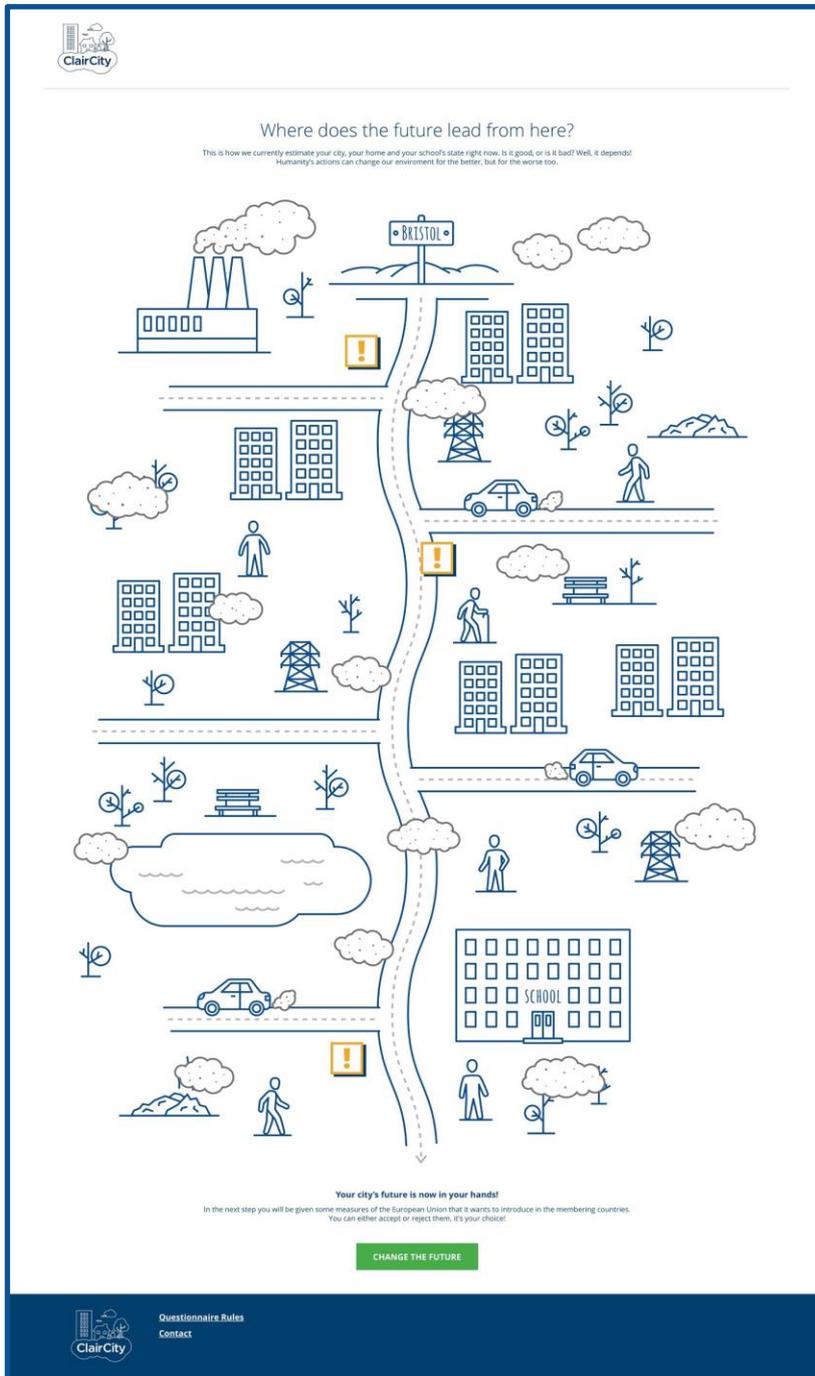
- Gas-fired district heating
- Coal-fired district heating
- District heating fuelled by renewable energy
- Gas convection heater
- Gas boiler
- Electricity
- Wood
- Heat pump

Benjamin Blake

- Gas-fired district heating
- Coal-fired district heating
- District heating fuelled by renewable energy
- Gas convection heater
- Gas boiler
- Electricity
- Wood
- Heat pump

5.4.4 Interactive cityscape

The cityscape consists of three main areas: Climate change, Air quality and Health. The state of environmental elements (like trees and lakes) symbolise **Climate change**, the clouds symbolise **Air quality**, and the people of the city show the state of **Health**.



There are three „info boxes” for the three indicators that provides additional information for the students. These comments can be read by clicking on the yellow exclamation mark icons.

5.4.5 Measures

Clicking on the 'Change the future' button, a full-screen modal appears where the students accept or reject the measures. For every question, more information is provided when the 'Read more' link is clicked. They can restart the measures form unlimited times. The effect of the answers can be previewed (see: next step) before submitting the answers for the measures, so the teams can experiment with the various solutions before committing themselves and sending in their answers.

Measures

Now you will be given some measures of the European Union that it wants to introduce in the member countries in the future. You can either accept or reject them, it's your choice! Your home city will be transformed by your actions.

Feel free to answer the questions as you feel, you can always change the answers after clicking on one option, and you can even retake this test as many times as you want after you answered every question before saving it.

If you are happy with your answers and your changed cityscape, you can click the 'Save measures' button to finish and send it. If you've sent it, you will no longer be able to restart it!

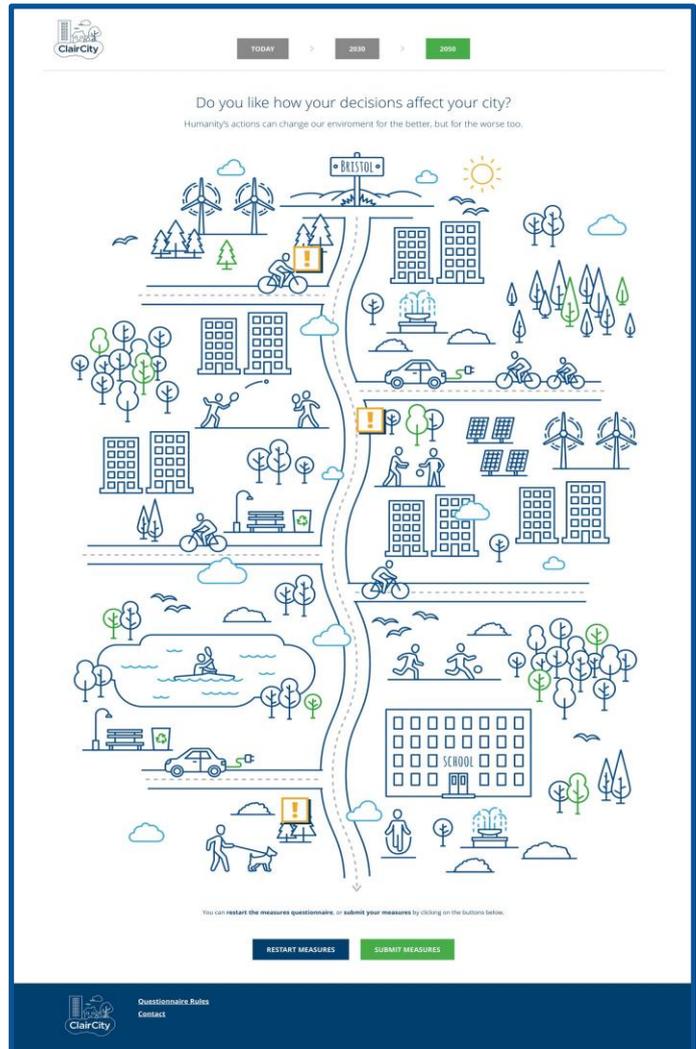
- 1. Create an area in the city where the most polluting vehicles are not allowed.**
① There are many successful examples of such "low-emission zones" in Europe, which... [Read more](#)
 YES NO
- 2. Introduce more electric vehicles.**
① In general, introducing a greater number of electric cars rather than vehicles... [Read more](#)
 YES NO
- 3. Motivate people to commute to work/school in shared vehicles.**
① Even if you or your parents need to drive a car, it does not have to be your own. [Read more](#)

5.4.6 Future cityscapes

After clicking on the 'See our future' button they can toggle three versions of their cityscape with the three buttons on the top of the page. The first is 'Today' that is based on their questionnaire. The second is '2030', based on the short-term effects of the measures they accepted or rejected. The third is '2050' that shows the long-term effects of the measures. When the measures are restarted, the cityscape will be updated according to the last set of answers. When the students are happy with the results, they can save and lock the measures by clicking on the 'Finish the questionnaire' button.

5.4.7 Success

This submits the answers and shows the 'Success' page with additional information on how to progress with the project (e.g. sending a written letter on the experience, summarising the strategy to make their city better etc).



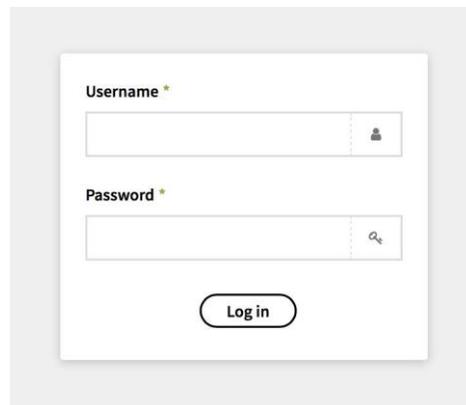
5.4.8 Product „afterlife”

The interactive cityscape can be revisited anytime after the answers were submitted. The link that the team was sent after the registration takes the team back to their cityscape after it has all been completed, and shows all the answers and measures they've completed can be seen here for later referencing. Their performance will be summarised in percentages, based on how they selected the measures, and how much they've improved the three indicators (Climate change, Air quality and Health) of their city.

5.5 Backoffice panel

5.5.1 Authentication

The panel login can be accessed under the 'school.claircity.eu/panel' address.

A screenshot of a login form for the backoffice panel. The form is white with a light gray border and is centered on a light gray background. It contains two input fields: 'Username' with a red asterisk and a user icon, and 'Password' with a red asterisk and a password icon. Below the fields is a rounded 'Log in' button.

Different user roles can be created, that have unique limitations – for example, a group can be created who can only access teams and schools, but another might be able to access only the reporting side.

5.5.2 Translation

If someone has translation duties, the interface can be found in 'Site options'. This page can be accessed through opening the „hamburger” menu on the top left of the page, and clicking on 'Site options'. The content language can be set at the top right corner. Selecting a language means that the content will be saved to the selected language. **The language of the interface (the backoffice panel) is always English, the selector at the top right changes the content language!**

5.6 Reporting – listing teams and scores

On the „Teams” page in the backoffice panel, there's a link to the live reports of the teams' results.

School report

CITY SCHOOL SEARCH

City ↑	School	Team name	Today CC	Today Air	Today Health	2030 CC	2030 Air	2030 Health	2050 CC	2050 Air	2050 Health
Amsterdam	National Test School of Amsterdam	Team Amsterdam 14	132	2	12	-91%	-76%	-80%	-90%	-78%	-76%
Aveiro	National Dance School of Aveiro	Team Portugues	115	-15	24	-63%	-62%	-57%	-62%	-61%	-57%
Aveiro	National Dance School of Aveiro	Team Regiao 21	134	-8	-14	+36%	+49%	+45%	+35%	+42%	+47%
Aveiro	National Dance School of Aveiro	Portugal Nr1 Team	139	-5	-13	+79%	+66%	+73%	+72%	+66%	+65%
Bristol	Bristol Elementary School	Test Team Bristol 43	135	0	9	+68%	+73%	+79%	+66%	+70%	+82%
Bristol	Test School of Bristol	Test Team One England	172	12	14	+22%	+16%	+54%	+17%	+12%	+37%
Bristol	Bristol Elementary School	Team Great Britain	136	6	6	+28%	+52%	+58%	+33%	+48%	+53%
Bristol	Test School of Bristol	British Best 64	150	-4	20	-13%	-27%	-24%	-18%	-27%	-36%
Genova	Genova University of Art	Team Italy 22 Genova	150	21	47	+75%	+80%	+70%	+79%	+79%	+78%
Genova	Genova University of Art	Squadra Azzurra Italia	125	-7	3	+25%	+39%	+34%	+27%	+40%	+38%
Genova	Genova University of Art	Team Genova 39	114	-11	24	+4%	-4%	+37%	+4%	+4%	+31%
Ljubljana	Engineering School of Ljubljana	Teszt csapat 1 Slovenia	130	33	24	+61%	+42%	+56%	+53%	+41%	+45%
Ljubljana	Engineering School of Ljubljana	Slovenia Best 31	129	-18	-4	+9%	-18%	+8%	+5%	-18%	+5%
Sosnowiec	School of Philosophy Sosnowiecz	Polska 94 Team	131	-17	29	+47%	+42%	+68%	+37%	+42%	+52%
Sosnowiec	School of Philosophy Sosnowiecz	Test Team Two Poland	124	-11	31	-1%	-37%	-35%	-4%	-33%	-41%

It opens in a new window, and it lists all the teams' scores with the following information:

- City
- School
- Team name
- Scores (questionnaire points, improvement % for all stages and indicators)

The list can only be ordered by the parameters listed above in the bullet points. The data can also be filtered by city and school – making it easy to see the best teams in a school (see illustration below) or in a city, or find the overall best scores for any team.



School report

CITY SCHOOL SEARCH

City	School	Team name	Today CC ↓	Today Air	Today Health	2030 CC	2030 Air	2030 Health	2050 CC	2050 Air	2050 Health
Genova	Genova University of Art	Team Italy 22 Genova	150	21	47	+75%	+80%	+70%	+79%	+79%	+78%
Genova	Genova University of Art	Squadra Azzurra Italia	125	-7	3	+25%	+39%	+34%	+27%	+40%	+38%
Genova	Genova University of Art	Team Genova 39	114	-11	24	+4%	-4%	+37%	+4%	+4%	+31%

Annex I. Snapshots of the online interface



Welcome to ClairCity's Interactive Cityscape!

How it works...

Congratulations, you have successfully registered to the programme! Now you will have to work through this online surface. As a first step you will have to add the name of all the team members. Then you can start fill in the questionnaire. Be aware that where it is indicated, all members will have to answer to the question. Plus there will be questions referring to your city and your school where you will have to give one answer at team level. We advise you to run through the questions and be prepared with the answers in advance as in some cases you should consult with your parents and your teachers. You can start entering your answers when you have all the information as the questionnaire should be filled in one run, partly filled elements cannot be saved.

Change the future...

Once you entered all the data and saved your questionnaire you will receive a visualized picture of your city. Then you can enter the next phase where you can change the future! You will see 41 measures with explanations that you can decide to implement or not. Discuss the measures among yourselves and decide together on them. When you are done you will see how much you influenced the three indicators: climate change, air quality and health. If you are not happy with your results you can try it again and select another set of measures to be implemented. When are happy with your results you can save it and end a short description on why you choose the measures. After submission you will receive an e-mail with your results.

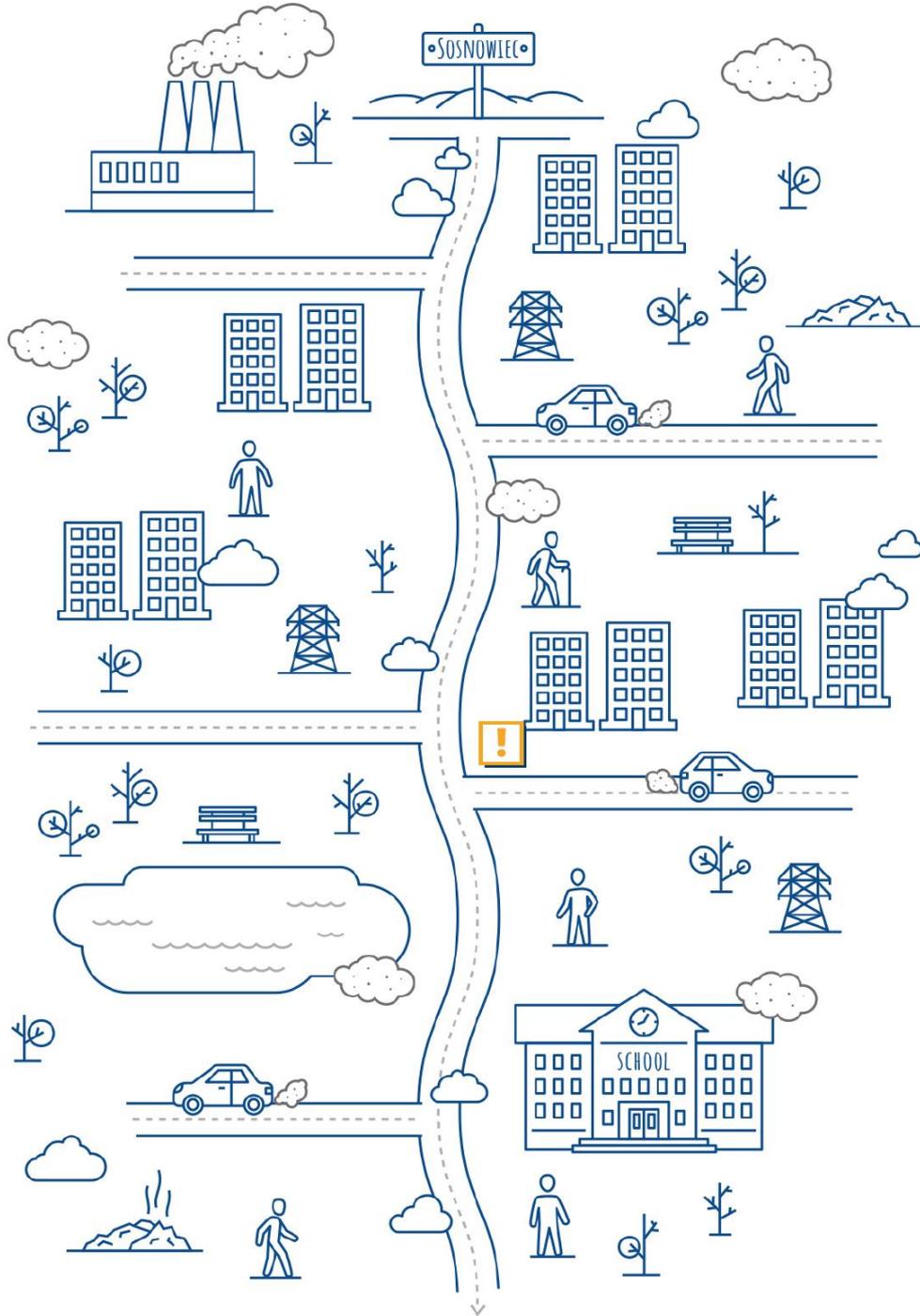
START



[Questionnaire Rules](#)

Where does the future lead from here?

This is how we currently see your city, your home and your school's state based on your answers.
Is it good, or is it bad?
People's actions, lifestyles can change our environment for the better, but for the worse too.



Your city's future is now in your hands!

In the next step you will be given some potential measures that can help improving the environmental performance of your city and the health of its citizens. You can either accept or reject them, it's your choice!

CHANGE THE FUTURE

Measures

Now you will be given some potential measures that can help improving the environmental performance of your city and the health of its citizens. You can either accept or reject them, it's your choice! Your home city will be transformed according to your chosen actions.

For all measures you can find a short explanation as well. Discuss the measures among yourselves and if needed consult with your teachers. Then click 'yes' or 'no' for each measure and then by clicking on the 'See the future' button check what you made.

If you are not happy with the result you can get back to the measures list and modify your choices as many times as you want. When you think you reached the best results you can click on the 'Save measures' button to finish and submit your final version. Once you submitted you will no longer be able to restart it.

1. Create an area in the city where the most polluting vehicles are not allowed.

 *There are many successful examples of such "low-emission zones" in Europe, which makes...* [Read more](#)

YES NO

2. Introduce more electric vehicles.

 *In general, introducing a greater number of electric cars rather than vehicles running on petr...* [Read more](#)

YES NO

3. Motivate people to commute to work/school in shared vehicles.

 *Even if you or your parents need to drive a car, it does not have to be your own. You might ta...* [Read more](#)

YES NO

4. Improve public transport services to attract car drivers.

 *Improvements include ensuring greater frequency and reliability, introducing better-quality...* [Read more](#)

YES NO

5. Organise a campaign to promote walking and cycling rather than driving.

 *Walking and cycling more often helps you save money and improves your health. Walking...* [Read more](#)

YES NO

6. Reduce the speed limit in all residential areas to 30 km/h.

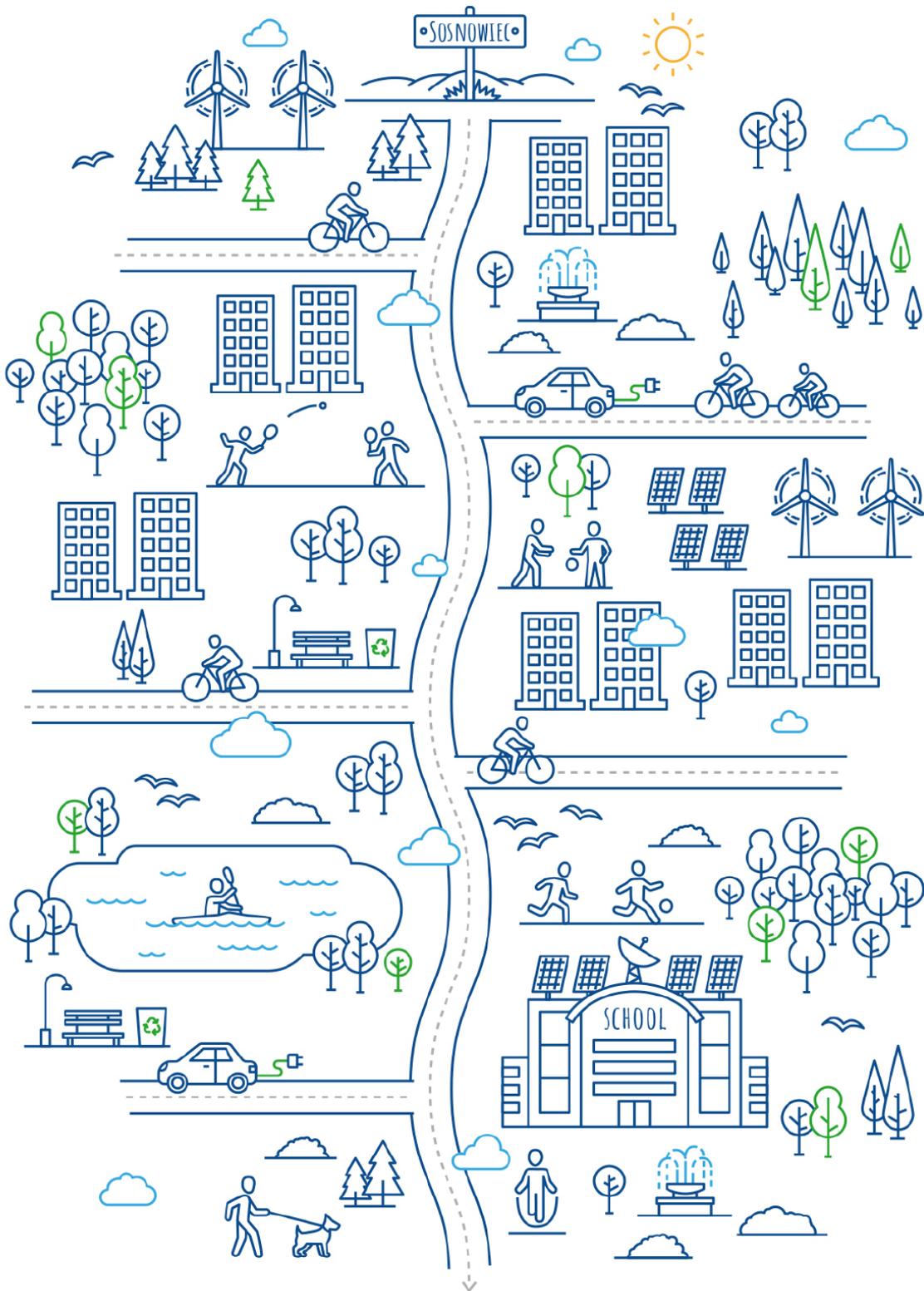
 *Lower speed limits are associated with fewer accidents and lower emissions. Cutting vehic...* [Read more](#)

YES NO

Congratulations, you have reached the end of the list!

After clicking on the 'See the future' button you will be taken to your future cityscape!

[SEE OUR FUTURE](#)



Do you like how your decisions changed your city?

As you can see people's actions can change our environment for the better, but also for the worse.

If you don't like what you reached you can restart the measures. But if you think you would be happy to live in this city in the future, then click on the 'Finish and submit' button below.

RESTART MEASURES

FINISH THE QUESTIONNAIRE