

Discovering an innovative teaching tool during the SFBB project: the Baludik application

As a partner of SFBB, the Baludik application accompanied the project throughout. Thus, several project members have had the opportunity to create Baludik routes in different ways and for different purposes. These routes seem to have paved the way for diverse and innovative uses of the Baludik application.

The Baludik application: gathering technology, heritage, pedagogy, and entertainment through short forms.

Created in 2015 in Nantes, the Baludik Company is the organization of three enthusiasts, Jérémie Simon (co-director), Nicolas Vanderlynden (co-director), and Guillaume Noël (technical manager), with a shared sensibility for innovation and games. The concept associates the mechanics of paper chase with the assets of digital tools. Baludik guides its clients and partners to highlight their heritage and help them spread their messages in an original and innovative way. The Baludik application targets a wide audience and is used for different purposes: tourism and heritage, cultural mediation, educational support, brand promotion, etc.

Each route gathers the real and the virtual to bring a complete comprehension of the site to visitors, while being precise, entertaining, and educational. Baludik gathers over 500 destinations, 1000 routes, and 300 000 users.

A natural collaboration between Baludik and the SFBB project

The use of brevity at the heart of Baludik combined to the originality of the application met didactic, scientific, touristic, and cultural aspects of the SFBB project. Baludik's relatively brief format and originality were a natural fit with the educational, scientific, tourist and cultural aspects of the SFBB project.

Here are some examples of the collaboration between Baludik and the SFBB project:

“L’Aventure du petit chien Madeleine à Angers”

“L’Aventure du petit chien Madeleine à Angers” is a Baludik itinerary created by students in the Franco-Hellenic master's programme (from the Universities of Athens and Angers) during the 2020-2021 academic year. The route entrusts Edgar Allan Poe and his little dog, Madeleine, with the responsibility of helping future mobility students discover Angers in a quest for what Du Bellay called “la douceur angevine”. Users will be guided for an hour through some of the city's most famous landmarks, including the Jardin du Mail and the Théâtre du Quai. Each stage was designed and shaped by the group of students who worked on it, with an emphasis on the young, scholar outlook shared by the entire Franco-Hellenic class.



This experimental itinerary was produced as part of the SFBB project and was part of a training course on short forms given by Emmanuel Vernadakis, co-director of the master's programme, professor of English studies at the University of Angers and full member of the SFBB project.

The design of this course and the work carried out on the Baludik application led to a reflection on the pedagogical value of short forms, in line with the didactic training of the Franco-Hellenic master's students.

“The short quest to knowland”

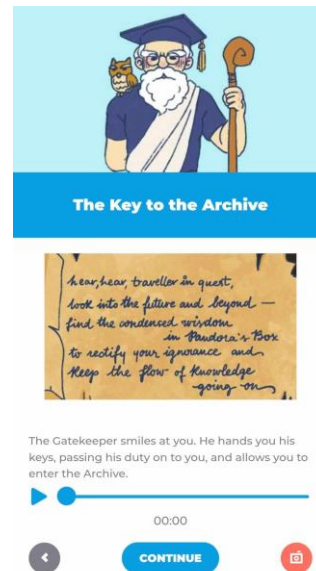


This itinerary was conceived as part of the **Short Forms Beyond Borders** (SFBB) Project (2020-1-FR01-KA203-080112), part of the Erasmus+ Partnership Programme.

The Baludik itinerary “The short quest to Knowland” was born out of a challenge at the TLT meeting held at the International Graduate Centre for the Study of Culture (GCSC) at the University of Giessen. The student members of the SFBB project had to design a Baludik course during a very short flash-training (less than two days). The doctoral and master's students successfully rose to the challenge!

In the itinerary, the player joins the character of Prometheus the Wisp on a quest to retrieve knowledge and return it to their people. During the journey, the player has to solve riddles to recover lost knowledge. As mentioned in the introduction to the itinerary, “The short quest to Knowland” aims at showing “how short forms are indissociable from how you handle and use information in the Europe of today”.

The design of this Baludik course was the fruit of teamwork. Together, the students designed the narrative outline, detailed the various stages, chose the puzzles and games from the options on the Baludik application, and wrote the text that guides users. They explored the different functions of the application, adding sounds and images to the itinerary. One of the team members even drew pictures to illustrate each character and stage of the journey.



“The Pursuit of Wisdom in Athens”

“The Pursuit of Wisdom in Athens” was the last (and not least!) Baludik route designed for the SFBB project. It was put together by Ourania Voskaki, Assistant Professor at the Department of French Language and Literature at the National and Kapodistrian University of Athens. This itinerary explores the different features of the application as it combines the pedagogical aspect with the principle of geolocation, and therefore movement, specific to Baludik traditional routes.

This Baludik itinerary was made to discover and explore the School of Philosophy at the National and Kapodistrian University of Athens. The character of Athena, a 22-year-old student, needs help to explore the school as she has been told true wisdom can be found there. Thus this scavenger hunt is made for the students playing with it to get to know and explore the School of Philosophy. As explained in the introduction to the route it also aims at making users “gain insights into the ways knowledge is revealed and discover how the management and application of information in modern-day Europe are intertwined with short forms”.

“As a student member of the Short Form Beyond Borders Projets, I attended the TLT meeting held at the School of Philosophy, National and Kapodistrian University of Athens. I had the opportunity to experience the Baludik route “The pursuit of Wisdom in Athens” with the other members of the SFBB project. I enjoyed the combination of the discovery of the University of Philosophy building, the emphasis on the artistic aspects of the site, the Greek cultural and historical background, and the playful scavenger hunt format. After discussing how we felt about our experience with this Baludik itinerary, the positive aspect that was highlighted by all the participants was the importance of teamwork to complete the quest. Completing the Baludik route as a team has encouraged us to help each other and share information, and seems to be a good way of bonding” (Eva Auré, Master’s student at the University of Angers).



SFBB

Entertainment and unusual
2h

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It was put together by Rania Voskaki, Assistant Professor at the Department of French Language and Literature as one of the deliverables devised during the TLT meeting held at the School of Philosophy, National and Kapodistrian University of Athens (NKUA).

Join Athena, a young student, on her quest for Wisdom and Knowledge during this exciting scavenger hunt. On your journey with Athena, you



Thus, the Baludik application has proved to be an innovative pedagogical tool. Moreover, the SFBB project has stimulated innovative use of the application. Some members of the project have freed their routes from any real geolocation, giving ideas for future new uses of the Balludik application, for example routes within books.

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