Scenario No.	Partner	Environment	Skill Targeted	Scenario		Items	Pictures	Dialogue	Other Commnets
				SCENARIOS PROVIDED BY PARTNERS					
Scenario 2: Creating Art from Waste	**P3 EMP**	 **Workshop/Handcraft Room**	**Creating Art from Waste**	Step 1: Introduce the challenge of creating art using discarded materials. Step 2: Display a selection of waste items and art supplies on a worktable. Step 3: Instruct the player to combine items to design an art piece. Collage: Cut and glue different paper scraps onto a board. Sculpture: Stack and glue plastic or metal pieces into a 3D artwork. Mosaic: Arrange broken glass, bottle caps, or metal pieces into a pattern. Assembling the Artwork The player performs actions such as: Cutting pieces with scissors or crafting knives. Gluing or taping objects together using a glue gun, eco-friendly adhesive, or tape. Painting and decorating using brushes, spray paint, or natural dyes. Step 4: After the design is submitted, provide feedback: Feedback if Correct: "Innovative design! You've created a unique art piece." Feedback if Wrong: "Your design needs some adjustments. Try a different combination."	Step 1: Introduce the challenge: "Create a beautiful piece of art using discarded bottle caps. Turn waste into a stunning visual design!" Step 2: Display a worktable with pre-arranged bottle caps in various colors, sizes, and shapes, along with a baseboard for assembling the artwork Step 3: Instruct the player to drag and place the bottle caps onto the baseboard to create a pattern or design (e.g., abstract, geometric, or a recognizable image). The player can rotate the caps and arrange them to form the desired pattern Player Actions: Select a bottle cap. Rotate and place it in a desired position. Once satisfied with the placement, the cap will automatically "stick" to the baseboard with a single click. Step 4: After the design is submitted: Feedback if successful: "Fantastic! You've created a vibrant and imaginative piece of art using waste materials!" Feedback if incomplete: "Great start! Try filling in some gaps and experimenting with different colors to enhance the design."	Materials: Paper-based materials: Old magazines, newspapers, cardboard pieces. Plastic waste: Bottle caps, plastic lids, food containers. Metal waste: Aluminum cans, wire scraps. Glass pieces: Broken glass fragments (for mosaic). Tools: scissors, crafting knives, glue,tape, brushes	  	Dialogue 1: "Welcome to the upcycling workshop! Did you know that waste can be turned into beautiful art? Let's create something new from discarded materials!" Dialogue2: "Combine these materials to create a unique art piece." Dialogue3: "Submit your design when you're ready." Dialogue4 (Correct): "Innovative design! You've created a unique art piece." Dialogue5 (Wrong): "Your design needs some adjustments. Try a different combination." Dialogue6: "Excellent creativity! Let's move to the next challenge."	
Scenario 3: Crafting Furniture from Reclaimed Wood	**P3 EMP**	**Workshop/Handcraft Room**	**Crafting Furniture from Reclaimed Wood**	Step 1: Introduce the task of crafting small furniture from reclaimed wood. Step 2: Display various pieces of reclaimed wood and the necessary tools (e.g., hammer, nails). The player selects a project to create: Wooden Chair – Basic four-legged chair with a backrest. Small Table – A simple, sturdy table for multiple uses. Storage Crate – A wooden box for storing items. Shelf Unit – A basic wall-mounted or standing shelf. Step 3: Guide the player to select the right pieces and tools to assemble a simple item, such as a stool or small table. Step 4: Once the assembly is attempted, provide feedback: Feedback if Correct: "Nicely done! Your craftsmanship is on point." Feedback if Wrong: "That assembly isn't quite right. Please adjust and try again."	Step 1: Introduce the task: "Craft a simple stool using reclaimed wood. Use your skills to turn waste materials into something functional!" Step 2: Display a worktable with pre-cut pieces of wood and the necessary tools (e.g., hammer, nails, and wood glue). The player will focus on assembling just one project—a wooden stool. Step 3: Guide the player to drag and place the pre-cut wood pieces in the correct positions to assemble the stool. The pieces will snap together automatically when placed correctly. The player will also be instructed to use the hammer and nails (but these actions will be simplified, e.g., a single click to "nail" the parts). Player Actions: Select wood pieces. Drag them into place to form the stool structure. Click to "assemble" the pieces together (automated hammering/nailing effect). Step 4: After the assembly is completed: Feedback if correct: "Well done! You've created a sturdy, functional stool from reclaimed wood." Feedback if incomplete: "Almost there! Try adjusting the placement of the legs for better stability."	Materials: different pieces of wood. Tools: Hammer, nails screws, drill, wood glue, saw		Dialogue1: "Let's craft furniture using reclaimed wood." Dialogue2: "Select the correct wood pieces and tools to assemble a piece of furniture." Dialogue3: "Begin assembling the item." Dialogue4 (Correct): "Nicely done! Your craftsmanship is on point." Dialogue5 (Wrong): "That assembly isn't quite right. Please adjust and try again." Dialogue6: "Great work! Moving on to the next challenge."	
Scenario 4: Repairing Electronics for Reuse	**P3 EMP**	**Workshop/Handcraft Room**	**Repairing Electronics for Reuse**	Step 1: Introduce the concept of repairing electronics to extend their lifecycle. Step 2: Display a broken electronic device along with a repair toolkit. Smartphone – Screen or battery issue. Laptop – Faulty keyboard or overheating issue. Radio – No power or poor signal reception. Step 3: Instruct the player to identify the faulty component in the device. Replacing a Battery (Smartphone/Laptop): Remove old battery and install a new one. Fixing Loose Wires (Radio): Soldering or reconnecting wires. Replacing a Broken Screen (Smartphone): Carefully remove and install a new screen. Step 4: Upon selection, provide immediate feedback: Feedback if Correct: "Excellent repair! You've identified the faulty component." Feedback if Wrong: "That isn't the faulty part. Please review and try again."	Step 1: Introduce the concept: "Repair a smartphone by replacing its broken screen to extend its life and reduce waste!" Step 2: Display a broken smartphone with a cracked screen and a repair toolkit that includes the necessary tools and a new screen. Step 3: Guide the player to replace the cracked screen with the new one: The player will first remove the broken screen (a single drag action). Then, they will place the new screen in position and snap it into place. Player Actions: Select the broken screen to remove it. Drag and place the new screen onto the device. Clean the new screen and add a screen protector for protection. Step 4: After the screen replacement: Feedback if correct: "Excellent repair! The smartphone is good as new with a brand-new screen." Feedback if wrong: "That's not the issue. Try again and make sure to remove the broken screen first."	Items/Devices: Smartphone, Laptop, Radio, Batteries Repair toolkit: screws, magnifying glass, brush		Dialogue1: "Let's repair this electronic device for reuse." Dialogue2: "Examine the device and identify the faulty component." Dialogue3: "Select the part that needs repair." Dialogue4 (Correct): "Excellent repair! You've identified the faulty component." Dialogue5 (Wrong): "That isn't the faulty part. Please review and try again." Dialogue6: "Great job! Let's proceed with the next challenge."	
Scenario 5	**P1**		**Recognizing reusable and recyclable materials**	**Step 1:** Introduce player to the Scenario Type (Upcycling and Crafts). Display workshop scene with upcycling badge and text "Scenario Type: Upcycling and Crafts" **Step 2:** Introduce player to the Scenario Activity (Building something new from used materials). Text: "Activity: Use waste materials to create a new product." **Step 3:** Show/present the objects/tools needed in the activity. On table: Wooden plank, cloth scrap, plastic bottle In air: Hovering crafting tool (glue gun or hammer) On wall: Design template (e.g. Shelf mockup) **Step 4:** Show Multiple choice question or 3D object display and let user identify a useful material. •Player selects object: Crumpled paper •Show MCQ UI: A) Good for upcycling (wrong) B) Not useful (correct) •Player selects object: Wooden plank •Show MCQ UI: A) Reusable (correct) B) Trash (wrong) **Step 5:** Acknowledge user's answer. •If correct: Green Checkmark + Crafting bar fills •If wrong: Red X + "That item isn't sturdy enough. Try another." After assembling: Show badge "Upcycling Starter" + finished 3D product animation		**VR Crafting Tool:** •Glue gun or hammer (grabbable object) **Materials (3D Models):** •Wooden plank •Plastic bottle •Cloth scrap •Paper •Crumpled plastic bag **Design Mockup (Floating Hologram):** Shelf or other upcycled item template		**Dialogue 1:** We are now here to explore and learn about Upcycling and Sustainable Crafting. **Dialogue 2:** In our first activity, we will build a new product using discarded materials. **Dialogue 3:** On your workbench, you'll find different waste materials. Pick the ones that are most suitable. **Dialogue 4:** Which material is best to use for this product? **Dialogue 5:** Well done! You answered it correctly! **Dialogue 6:** It's not the correct answer. Try again. **Dialogue 7:** Let's go to the next activity.	

Scenario 6	**P6**	**Workshop/Handcraft Room**	**Upcycling for Handcrafts**	**Step 1**: Introduce the concept of upcycling clothing and its benefits for reducing textile waste and promoting sustainable fashion. **Step 2**: Present a variety of used clothing items and tools available for upcycling projects. The player selects a project to create: o Denim Patchwork Bag: Create a unique bag using denim patches cut from old jeans. o T-Shirt Scarf: Transform old t-shirts into a stylish scarf by cutting and knotting the fabric. o Sweater Pillow: Repurpose an old sweater into a cozy pillow by sewing it shut and stuffing it with filling. o Clothing Art: Create a picture using clothing. **Step 3**: Guide the player in selecting the appropriate clothing items and tools for their chosen project. Provide instructions and tips on sewing techniques, fabric manipulation, and design ideas. **Step 4**: Once the upcycling project is completed, provide feedback: o Feedback if Correct: "Amazing! You've given new life to old clothes. Your upcycling skills are truly impressive!" o Feedback if Wrong: "That's a good start, but let's refine your technique. Pay attention to seam alignment and fabric tension. Try again!"		Used clothing (jeans, t-shirts, sweaters), zippers, buttons, thread, sewing machine, scissors, fabric markers, stencils..		**Dialogue 1**: "Welcome to the upcycling fashion studio! Let's transform old clothes into trendy new creations!" **Dialogue 2**: "Choose a clothing item and gather the tools you'll need." **Dialogue 3**: "Let the upcycling fashion show begin!" **Dialogue 4** (Correct): "Fantastic! You've successfully upcycled old clothes into a stylish new garment!" **Dialogue 5** (Wrong): "That's not quite right. Let's try a different approach and see if we can improve it." **Dialogue 6**: "Great job! You've demonstrated the power of upcycling in fashion. Keep creating sustainable styles!"
Scenario 7: Cra	**P4**	**Workshop/Handcraft Room**	**Building and tuning a simple musical instrument using upcycled household materials**	**Step 1:** Scenario introduction Display a workshop filled with various recycled materials such as tin ca Show an upsaikling badge icon with the text: "Scenario typee: Creative **Step 2**: Activity introduction Lesson: "Activity: Build a playable music equipment from recycled mate **Step 3**: Show the objects/tools needed in the activity Give the player "DIY Music Kit" (virtual). Display the environment: -Tin cans, plastic bottles, or wooden boxes to make drums or string equ -Rubber bands, metal wires, or old guitar wires - for sound production. Wooden rods or pencils - for drumsticks or freets. Scissors, glue and na **Step 4:** 3D object and multiple choice interaction with questions **Scenario 1** (Choosing the Base for the Instrument) Player selects a material for their instrument. Display MCQ interface: A) Wooden box or tin can (Correct choice – good resonance for sound) B) Paper or cardboard (Incorrect choice – weak sound production) **Scenario 2** (Attaching the strings or drum surface) Player secures the rubber bands or drum cover. Display MCQ interface: A) Stretch and attach tightly for good tension (Correct Choice) B) Leave it loose (Incorrect Choice – poor sound quality) **Scenario 3** (Tuning and playing the instrument) Player plucks the strings or taps the drum and adjusts the tension. No MCQ—allow free interaction with sound variations! **Step 5**: Confirm the user's action Correct answer: Display confetti + a green check mark. Text: "Well done! You've created a functional upcycled musical instrum Incorrect Answer: Display a red X + text: "Try again! Make sure your materials produce cle After completing the activity, unlock the "Eco-musician" badge.		DIY music kit - virtual tool with essential com Rubber bands or strings - for sound producti Wooden rods - to play. Scissors, glue, nails		**Dialogue 1:** Welcome to our Upcycling Workshop! Today, we'll turn disca **Dialogue 2:** That's right! We're making musical instruments using recycle **Dialogue 3:** First, let's choose the base for our instrument. Should we us -**Correct:** Great choice! A wooden box or tin can will produce better soun -**Incorrect**: Oops! Cardboard isn't the best for sound. Try again! **Dialogue 4**: Now, let's add the strings or drum surface. It's important to s -**Correct**: Nice work! Tightly secured strings or drum covers create cleare -**Incorrect**: That's not quite right. Loose materials won't make good soun **Dialogue 5**: Now for the fun part—let's test your instrument! Pluck the str **Dialogue 6:** That sounds amazing! You've successfully upcycled waste i **Dialogue 7:** Let's keep upcycling and creating! Are you ready for the nex
Scenario 8	**P2**	**Workshop/Handcraft Room**	**Creating a mini vertical garden using plastic bottles**	**Step 1: Introduce the player to the scenario type** Text: *Welcome! In this scenario, you'll learn how to give new life to waste materials by creating useful and sustainable objects. This type of activity is called Upcycling for Handicrafts* **Step 2: Introduce the player to the scenario activity** Text: *Today, you'll build a mini vertical garden using used plastic bottles. It's a fun and eco-friendly way to reuse plastic and grow small plants, even in tight spaces!* **Step 3: Show the objects and tools needed:** Empty plastic bottles (2-3), scissors or utility knife, twine or string, glue or hot glue gun, eco-friendly paint, paintbruch, soil, small plants. **Step 4: Show 3D object to confirm the ativity completion** screen prompt *"Is your vertical garden complete?"* Diplay a 3D interactive object: a realistic "Finish" button appears next to the player's creation, glowing or pulsing slightly to draw attention. **Step 5: Ackonowedge user's action** If player presses the 3D Finish button: text on the screen (with confetti animation): *"Well done!"* *"You've successfully completed your upcycling project! You turned plastic waste into a vertical garden. Great job!"*		Plastic bottles - scissors - twine or string - glue - paint - soil and plants - virtual "finish" button	  	**Dialogue 1:** We are now here to explore and learn about Upcycling for handicrafts. **Dialogue 2:** For our recycling activity, we will turn used plastic bottles into a vertical garden for small plants. **Dialogue 3:** Let's get started! **Dialogue 4:** First, grab a plastic bottle and carefully cut an opening to make space for soil and the plant. **Dialogue 5:** Now, decorate your bottle using recycled paper, fabric, or eco-friendly paint. **Dialogue 6:** Once you finish decorating, fill the bottle with some soil. **Dialogue 7:** Now gently place your small plant into the bottle and add more soil if needed. **Dialogue 8:** Hang the bottle on the wooden frame using twine, then press the button when you're done. **Dialogue 9:** You did a great job! **Dialogue 10:** Let's go to the next activity.
Scenario 9	**P5**	**Workshop/Handcraft Room**	**Crafting with Recycled Materials (Paper Pulp)**	"**Step 1**: Introduce the task. Crafting useful everyday items (such as plant pots or pencil holders) using recycled paper pulp. **Step 2**: Display various paper materials and the necessary tools (e.g., old paper, blender, molds). The player selects a project to create: • Plant Pot – A handmade pot for small plants. • Pencil Holder – An organizer for pens and pencils. • Decorative Bowl – A small bowl for decoration or light storage. • Mini Tray – A tray for storing keys or coins. **Step 3**: Guide the player to select the right materials and tools to create their item: • Soak the paper • Blend into pulp • Add glue and (optional) natural color • Choose and fill a mold • Press, shape, and let dry **Step 4**: Once the creation is attempted, provide feedback: • Feedback if Correct: Great job! That's a creative and sustainable piece. • Feedback if Wrong: Something's off with the mixture or shaping. Check your materials and try again.		Materials: Old newspapers, Cardboard scraps, Paper bags, Water, Eco-friendly glue, Natural color pigments Tools: Blender or hand mixer, Large bowl, Molds (plant pot, pencil holder, bowl, small tray), Brushes, Spatula		**Dialogue 1**: "Let's make useful things from recycled paper pulp." **Dialogue 2**: "Choose the right materials and tools to begin." **Dialogue 3**: "Start shaping your item with the pulp." **Dialogue 4** (Correct): "Great job! That's a creative and sustainable piece." **Dialogue 5** (Wrong): "Something's not quite right. Adjust your mix and try again." **Dialogue 6**: "Excellent work! Let's move on to the next eco-friendly task