

## Expert Pool - Bulgaria

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# Deliverable D2.1 REPORT Project GOT OUTDOOR



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## D2.1. Adventure / challenge materials

### Executive Summary

Deliverable 2.1 is directly linked to the implementation of the project events (Deliverables - D3.1, D3.2, D3.3, and D3.4) and provides the participants with rewards / motivational tokens for each stage of the adventures or challenges they pass.

Due to the nature of the materials, most of them are to be finalized when all event details are considered in full, and all the quizzes / other integral parts of the adventures / challenges are set.

#### The task includes:

- **Event Caches** – these caches are the “treasure chests” of the events. To reach and open them, the participants should have completed all required quizzes and tasks throughout the adventures / challenges. They contain the Geocoins and some of the GeoTags.
- **Geocoins and GeoTags** – these are tokens that are rewarded to the participants for completing the whole adventure / challenge or for completing a specific



objective / quiz, related to the local natural phenomena or cultural customs (such as legends, myths, etc.) represented in the event.

- **Geocache planning map** - represents the start/finish event map; in the areas where QR codes are located / the places where certain objects of interest are planted or highlighted, there is a large circle that denotes this area. The map is printed and available online as a pdf, so that the participants can orientate themselves further. There is a legend.

- **Cache container and logbook** – a branded box, containing a logbook where each team / participant should register; this is the first thing the participants shall find and open at the beginning of their adventure / challenge. It will also contain the instructions and geocache planning map, which will be used by them for finding the next stage of the adventure / guidance on the challenge ahead.
- **Planting** (placing the caches) – right before the event start all items should be planted on the planned spots along the route of the adventure / challenge.
- **Waypoint quizzes** – whenever you reach a specific waypoint, the participant scans a QR, answers a question and gets the next coordinates and instructions for the next stage.
- **Online badges** – these are badges that the participants are awarded for completing certain objectives during the adventure / challenge.



For the events, each partner is working on 2 outdoor locations (hike trail, mountain top, etc.) – one to be used as a “challenge”, and the other as an “adventure”.

## List of Annexes:

- Not applicable