


Assassins Creed Discovery Tour

Duration:	20+	min
Number of players:	1	player/s
Materials/ Tools needed:	PC/console	
Publisher:	Ubisoft	
Game Designer:	Ubisoft	
Language	ENG	
Links:	https://www.ubisoft.com/en-gb/game/assassins-creed/discovery-tour	

<p>Type of game:</p> <p><input type="checkbox"/> board</p> <p><input type="checkbox"/> card</p> <p><input type="checkbox"/> role play</p> <p><input type="checkbox"/> simulation</p> <p><input checked="" type="checkbox"/> computer</p> <p><input type="checkbox"/> Serious</p> <p><input type="checkbox"/> Other:</p>	<p>Main topic:</p> <p>History of Ancient Egypt, Ancient Greece and the Viking Age.</p>
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<p>Short description/ Goal of the game:</p> <p>The Discovery Tour series is made of dedicated games that let visitors freely roam Ancient Greece, Ancient Egypt and the Viking Age to learn more about their history and daily life. Students, teachers, non-gamers, and players can discover these eras at their own pace, or embark on guided tours and stories curated by historians and experts.</p>	<p>Image:</p> 
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<p>Educational value/ Learning Objectives:</p> <p>History Through Stories</p> <p>Immerse yourself in history through a memorable and engaging interactive experience. Curated by historians, professors, and experts, the Discovery Tour covers a wide variety of topics, ranging from art and architecture to philosophy, politics, and religion.</p> <p>Personalize Your Experience</p>
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Travel through Ancient Greece, Ancient Egypt and the Viking Age as one of dozens of different avatars, unlocked as you progress in the Discovery Tour. These include a range of fictional characters as well as such legends as Cleopatra, Sokrates, Caesar, Pythagoras and King Aelfred.

Delve Into An Immense World

Explore massive, painstakingly detailed re-creations of ancient lands and eras. From the heights of the Parthenon to the depths of the Aegean Sea, from the Pyramids of Giza to the snowy lands of Norway, Discovery Tour's historians and designers have invested a great deal of time and energy into meticulously re-creating the famous landmarks, geographical features, and daily routines of the ancient world.

Recommendations for use:

Pro's & Contra's:

- Specialized content and curated for teachers and students
- Curriculum Guide made with help from McGill university, Technology Learning & Cognition Lab
- Every student need its own pc

Tips and Tricks for Facilitators

How to adapt game for different groups, topics, occasions/needs

Curriculum Guide made with help from McGill university, Technology Learning & Cognition Lab: <https://www.ubisoft.com/en-gb/game/assassins-creed/discovery-tour/curriculum-guide>





Behind the Scenes

Safe and Sound?

Creating an immersive world also includes the sounds triggered when Eivor interacts with her/his surroundings.

Shown here are coloured surfaces that play a specific sound when the player walks on them. Yes, every item with sound and animation is labeled in the game's engine!

A brown square indicates a wooden sound, while yellow squares signal a fabric-like sound. When the player walks on or touches one of these hidden squares, the noise it's linked to triggers automatically.

But there's another side to this coin: with this system, developers were also able to create noise traps that can reveal the player's presence to nearby enemies!

Production insights kindly provided by Modeler Benoit Lebel (Ubisoft Montréal).



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