

Actionbound

Create mobile adventures and interactive guides for
smartphones and tablets

What is Actionbound?

- A [web-based](#) tool that enables you to create **mobile adventures** and **interactive guides** for **smartphones** and **tablets**.

What is Actionbound?

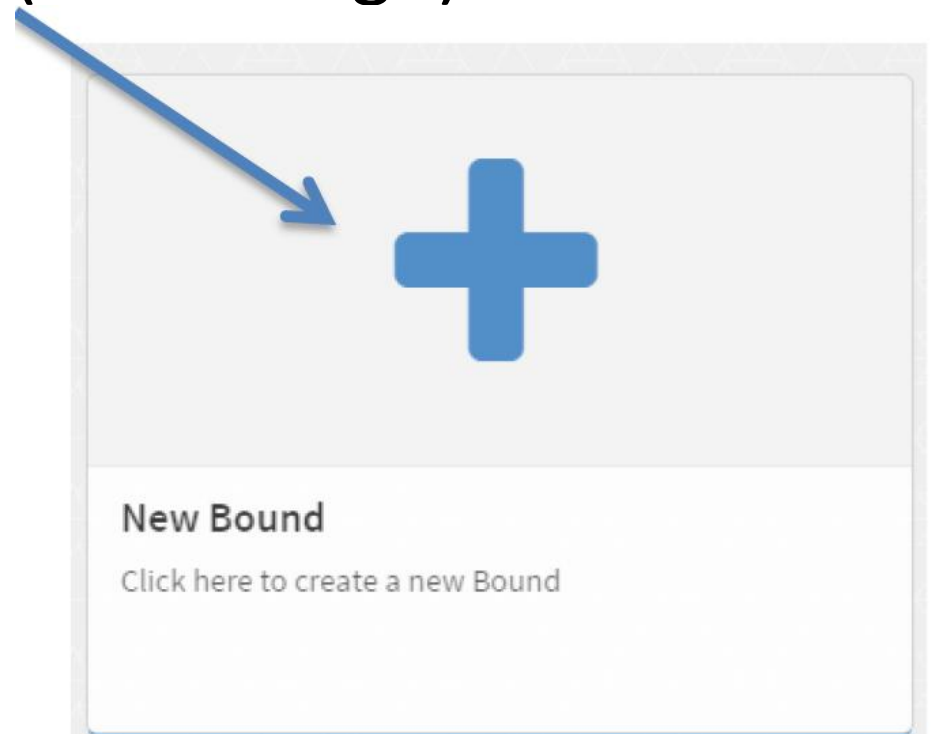
- A great educational tool that helps make learning fun, interactive and engaging.
- A great way of encouraging students to use technology to interact with public spaces in a dynamic way.
- Provides a great opportunity to incorporate some kind of learning that is not boring.

How to use it

1. Create an account by going to [Actionbound website](#) .
2. [Download the app](#) to your “smart” device (smartphone or tablet)
3. A device must be **online to start** the “Bound”, but you can **continue and complete the ‘Bound’ offline**. At the end you must be **online again to upload the results**.

How to create a bound


- In order to **create** a new bound, enter into your Actionbound account and press the new bound square button (has a + sign).



How to create a bound

- Specify the **title** and **url** of the bound. For the **url** use **only latin** characters without spaces or special characters apart from underscores(_).
- Also select if it is a **single player** or a **multiplayer** bound.
- Finally select if it is a **Fixed** or **Flexible** bound.
 - In a **fixed bound** all players have to complete the bound in a **fixed order**.
 - In a **flexible bound** the content is organized into **stages**. Players can move between stages in different order. Note down though that while in a stage, **they have to complete all the content of the stage**, in order to move to a next one.

How to create a bound



Create new Bound
Specify the basic characteristics of your bound.

Title

URL
https://actionbound.com/bound/

Play mode ⓘ
Single-player Bound Multi-player Bound

Sequence of stages ⓘ
Fixed Flexible

✓ Create Bound ✕ Cancel


✓ Bound created
You're ready to go!

My Bounds Lieporiai gymnazium Content

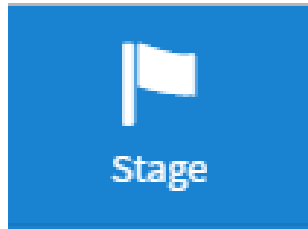
+

Click here to add the first element.


Add Content - Stage

- The  button leads you to the content area. On the left side there is a bar with all the available types of content you can add. So you have:

Add Content - Stage





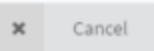
1. **Stage:** Stages are used to organize your content into separate independent parts. It is essential to use stages if you create a flexible bound. Also a stage can be connected with a physical location in the bound.
 - The creator of the bound will use a map interface to specify the location. See also **Find spot** that works similarly.

 **Stage**
Use stages to structure sections within your Bound. Stages only appear to players when the 'flexible order of stages' is selected in settings.

Title

Coordinate ⓘ

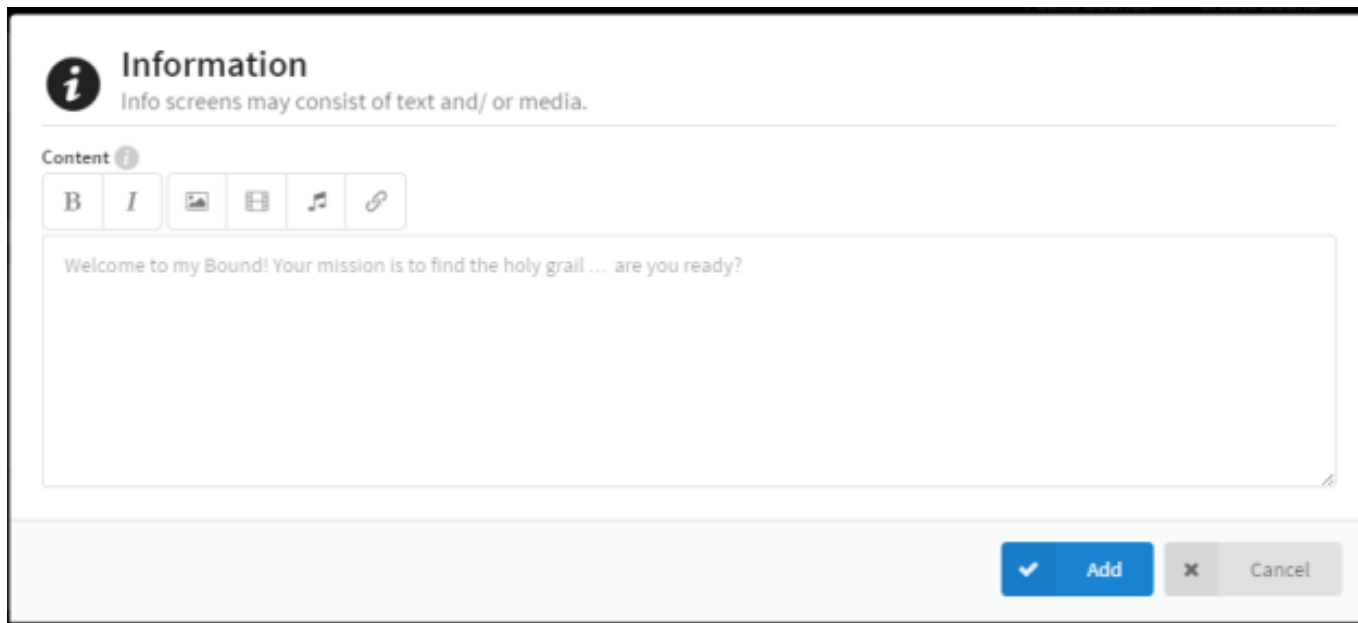


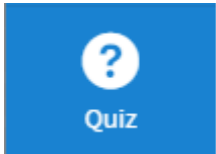
Add Content - Information



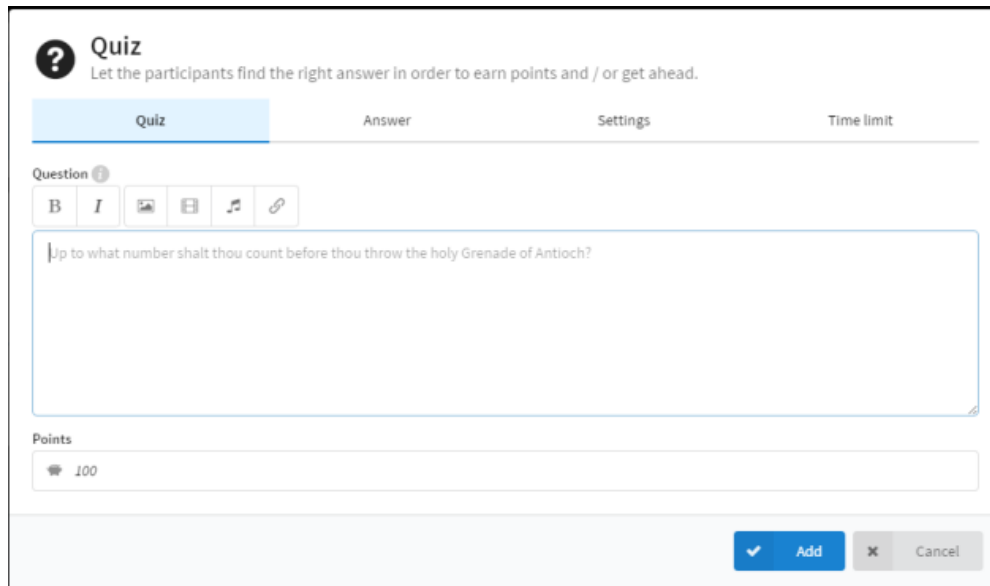
2. **Information** content can provide info screens to the players that consist of text, images, video and audio i.e. they can provide a brief history of a church.

 A screenshot of a software interface for adding information content. It features a title bar with an 'i' icon and the word 'Information', followed by a subtitle 'Info screens may consist of text and/ or media.' Below this is a 'Content' section with a toolbar containing icons for bold (B), italic (I), image, video, audio, and a link. A large text area contains the placeholder text 'Welcome to my Bound! Your mission is to find the holy grail are you ready?'. At the bottom right, there are two buttons: a blue 'Add' button with a checkmark and a grey 'Cancel' button with an 'x'.

Add Content - Quiz



3. **Quiz** asks a question to the players. The **question** can contain **text, images, video or audio**.
- The **answer** can be **plain text** (or a number), **multiple choice, number estimation** or a **list** of items that you have to **sort correctly**. The creator of the bound has to **define the type of answer**.
 - The creator of the bound can also set other **properties** of the quiz like **points reward for correct answer, points penalty for wrong answer, number of attempts, time limit** etc.



Quiz
Let the participants find the right answer in order to earn points and / or get ahead.

Quiz Answer Settings Time limit

Question ?

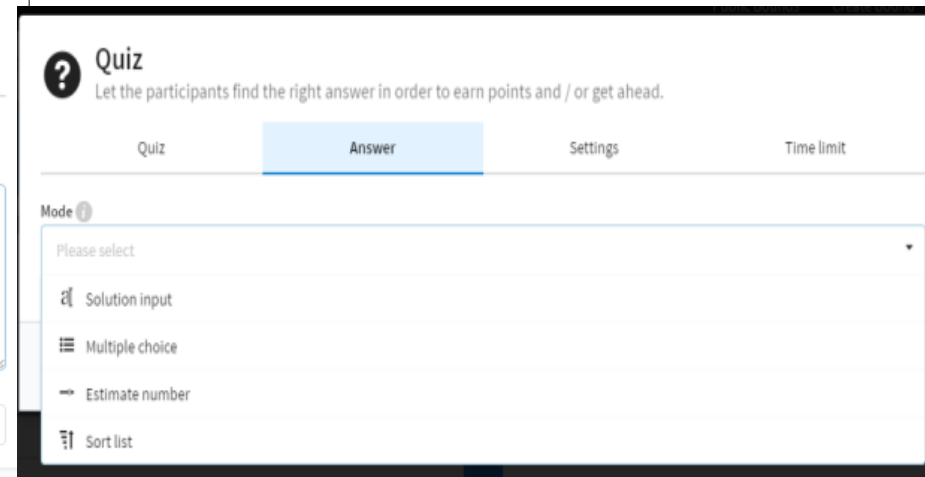
B I [Image] [Video] [Audio] [Link]

Up to what number shalt thou count before thou throw the holy Grenade of Antioch?

Points

100

Add Cancel



Quiz
Let the participants find the right answer in order to earn points and / or get ahead.

Quiz Answer Settings Time limit

Mode ?

Please select

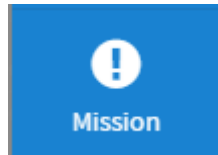
Solution input


Multiple choice

Estimate number





Sort list

- 4. Mission:** A **creative** mission is given to the players i.e to take a picture in front of a monument and upload the picture. A mission has **no right or wrong answer** specified, but has specific **types of answer**. These are **text input, picture upload, video upload or audio upload**.



 **Mission**
Assign the participants a creative, solvable task for which there is no right or wrong answer.


Mission briefing ⓘ


B I    


Take a selfie in front of the holy grail.


Type of solution


Please select

 Text

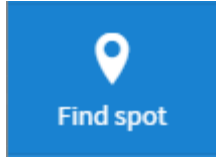
 Upload picture

 Upload video

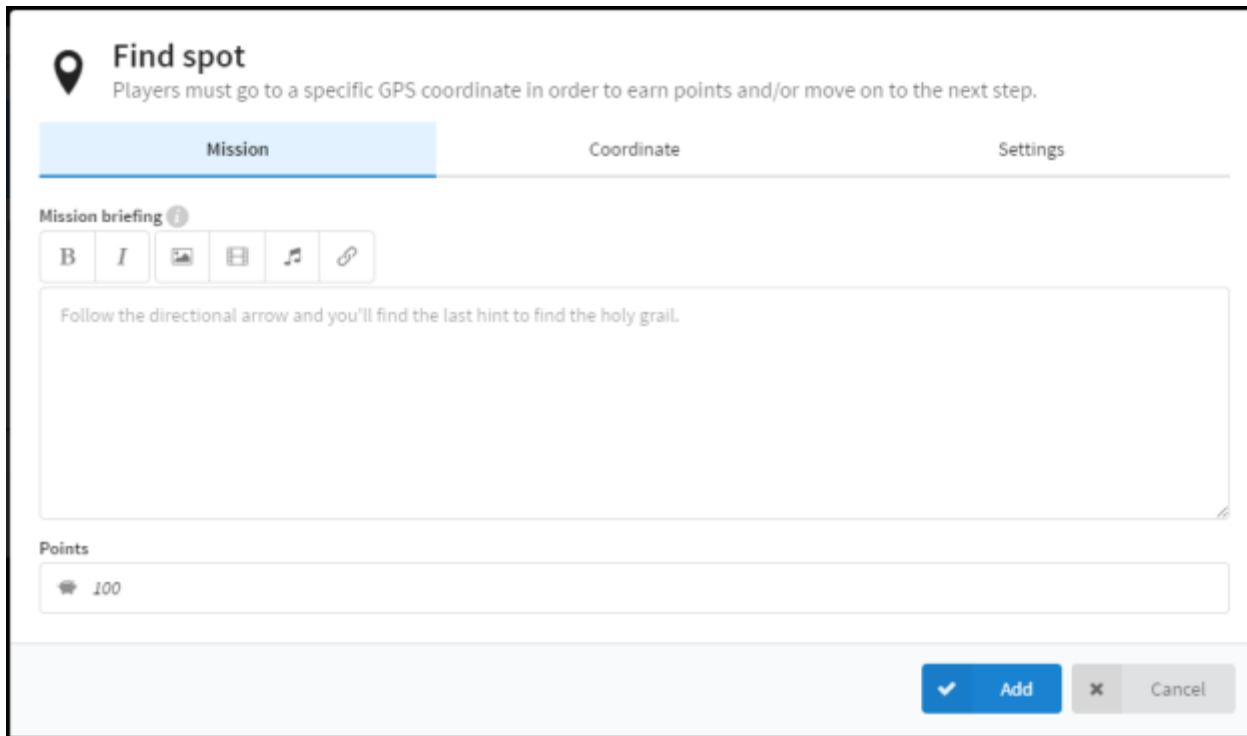
 Audio upload

 None

Add Content – Find spot



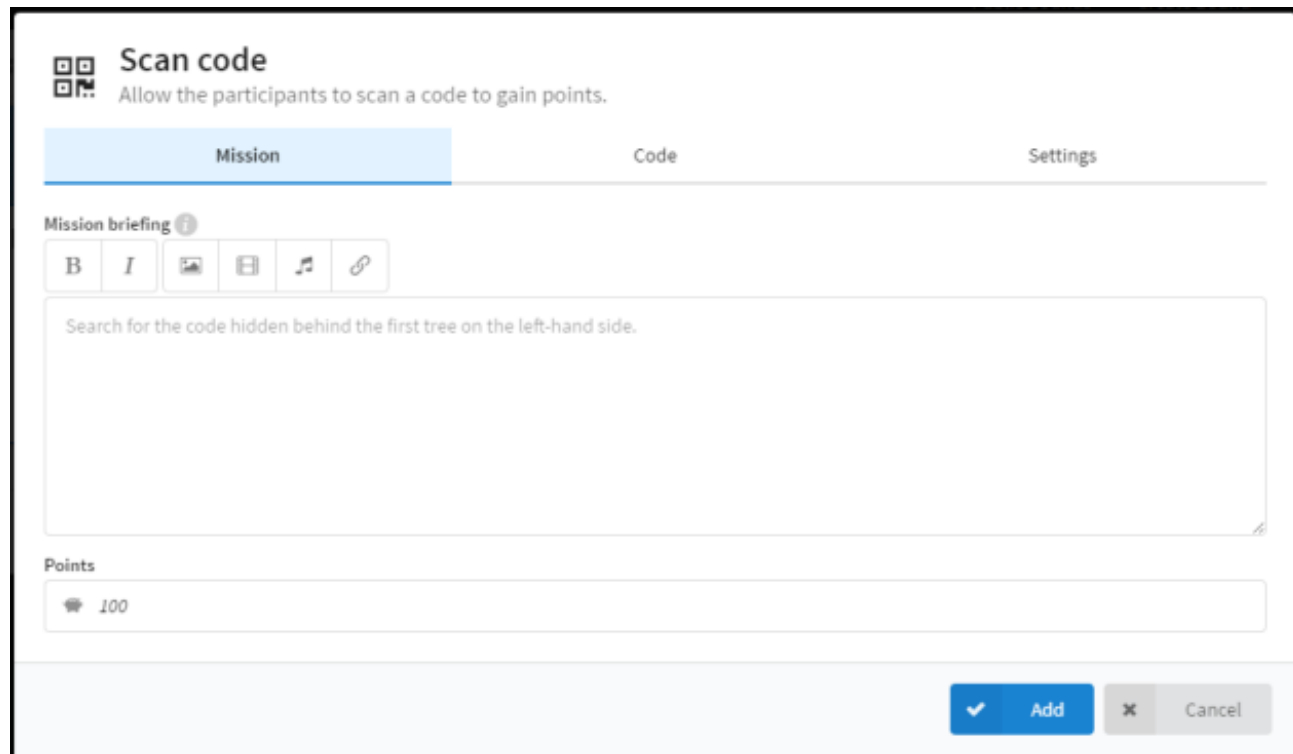
5. **Find spot:** Use it to guide the players to the next physical location in the bound, by using **GPS coordinates**. The players earn points when they reach the new location. Unfortunately this feature works well, only if your phone has good GPS and operates in an area with good coverage. The creator of the bound **defines** the **location** through a **map interface**.

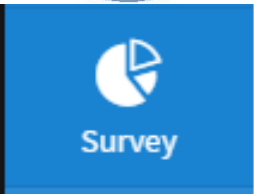
A screenshot of the "Find spot" configuration interface. At the top, there's a title "Find spot" with a location pin icon and a subtitle "Players must go to a specific GPS coordinate in order to earn points and/or move on to the next step." Below this are three tabs: "Mission" (selected), "Coordinate", and "Settings". Under the "Mission" tab, there's a "Mission briefing" section with a text area containing the text "Follow the directional arrow and you'll find the last hint to find the holy grail." Above the text area are several icons: a bold 'B', an italic 'I', a picture icon, a document icon, a music note icon, and a link icon. Below the text area is a "Points" section with a text input field containing the number "100". At the bottom right, there are two buttons: a blue "Add" button with a checkmark icon and a grey "Cancel" button with an 'x' icon.

Add Content – Scan code

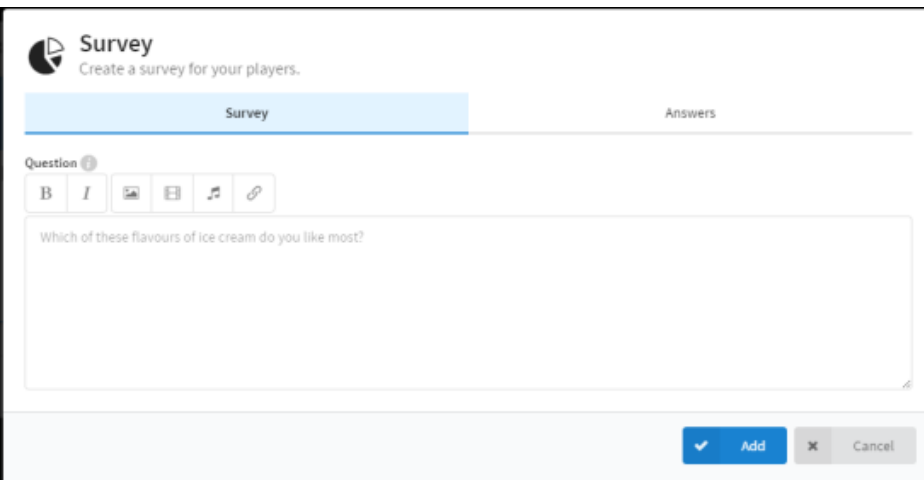


6. **Scan code:** With the built-in scanner you can guide the participants around specific areas, by setting up QR codes, which they need to find to move forward with the hunt. There is a points reward when a QR code is scanned.

 A screenshot of a web interface for configuring a "Scan code" mission. The interface has a title "Scan code" and a subtitle "Allow the participants to scan a code to gain points." Below this are three tabs: "Mission" (selected), "Code", and "Settings". Under the "Mission" tab, there is a "Mission briefing" section with a text area containing the text "Search for the code hidden behind the first tree on the left-hand side." Above the text area are icons for Bold (B), Italic (I), Image, Video, Audio, and Link. Below the text area is a "Points" section with a text input field containing the value "100". At the bottom right are two buttons: "Add" (with a checkmark icon) and "Cancel" (with an X icon).



7. **Survey:** Ask a survey question to all the players. Their **possible answers** are given in a **multiple choice** form. Useful if you want to know **their opinion** about something i.e. Did you find the museum interesting?

 A screenshot of the "Survey" creation interface. It features a header with the "Survey" icon and the text "Create a survey for your players." Below this are two tabs: "Survey" (active) and "Answers". The "Question" section includes a text input field with the placeholder "Which of these flavours of ice cream do you like most?" and a rich text editor toolbar with icons for bold, italic, image, table, link, and unlink. At the bottom right are "Add" and "Cancel" buttons.

Survey
Create a survey for your players.

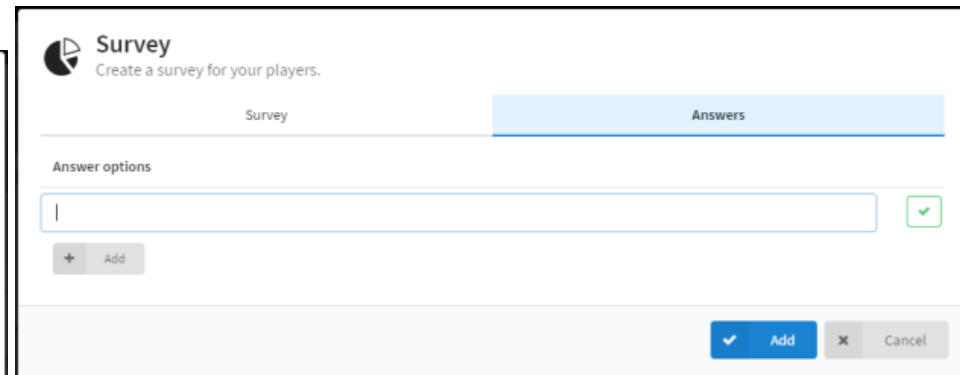
Survey Answers

Question ?

B I [Image] [Table] [Link] [Unlink]

Which of these flavours of ice cream do you like most?

✓ Add ✕ Cancel

 A screenshot of the "Survey" answer options interface. It features a header with the "Survey" icon and the text "Create a survey for your players." Below this are two tabs: "Survey" and "Answers" (active). The "Answer options" section includes a text input field with a green checkmark icon to its right. Below the input field is an "Add" button. At the bottom right are "Add" and "Cancel" buttons.

Survey
Create a survey for your players.

Survey Answers

Answer options

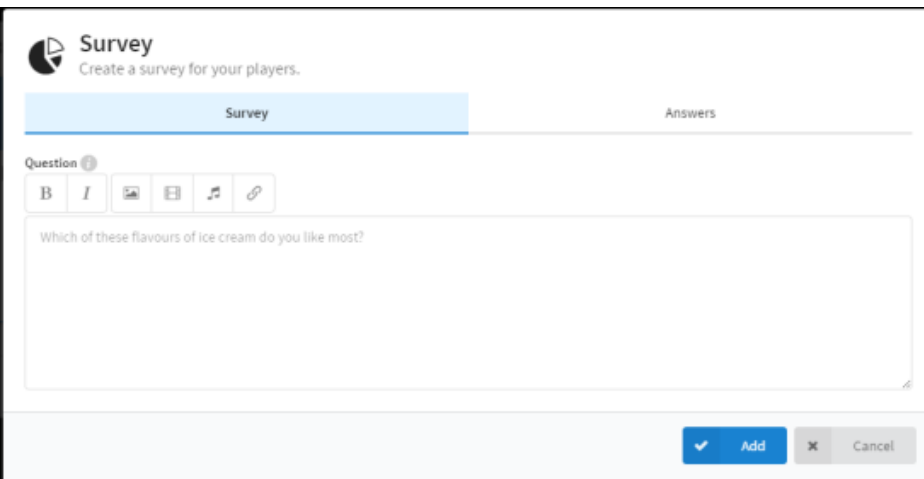
[Input field] ✓

+ Add

✓ Add ✕ Cancel

Add Content – Tournament





- 8. Tournament:** This allows members of the team to compete against each other. You can use this to make the hunt more dynamic and related to a specific topic of interest for the group you work with. For instance, think of a group of young students that visit Ancient Olympia and reach the stadium. As a tournament you can ask them to race against each other in running up to the end of the stadium, like the athletes in Ancient Greece.



Survey
Create a survey for your players.

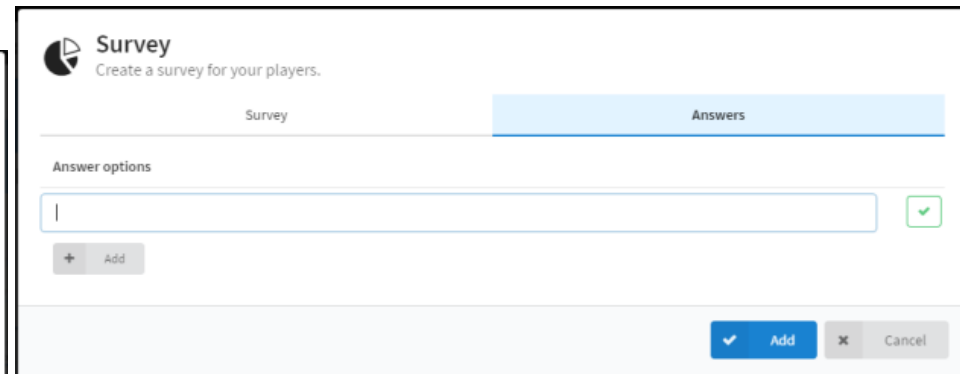
Survey Answers

Question ?

B I    

Which of these flavours of ice cream do you like most?

✓ Add ✕ Cancel



Survey
Create a survey for your players.


Survey Answers

Answer options


+ Add


✓ Add ✕ Cancel


Bound settings

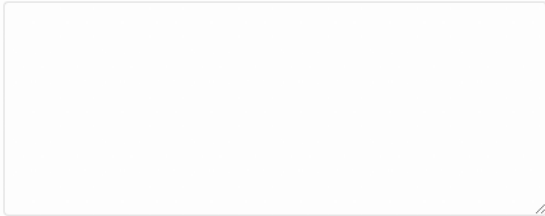
- By pressing the  button you go to the bound settings, where you can define more properties of the bound like its picture, its description etc.


Bound profile


Bound image 




Description 



Website link 




Bound characteristics

Play mode 

Single-player Bound


Multi-player Bound

Visibility 

Public Bound


Secret Bound


Dieses Feature kostet einmalig € 7,00 pro Bound. [Jetzt freischalten](#)

Public results 

Publish results


Hide results

Sequence of stages 

Sequence of stages 


Fixed

Flexible

Selection of stages 

Choose from list

Scan QR code

Specific stages 

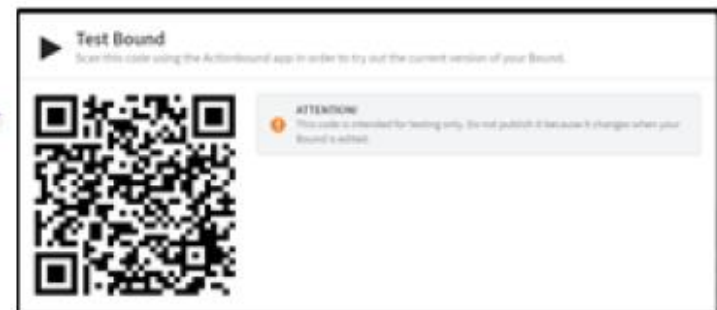
☐ Intro

☐ Outro

Test bound

- By pressing the  button you can test or

publish the bound. Press the **Test** button to test your bound before you publish it online. You have to **scan** the **QR code** using the **Actionbound app**, to **test** your **bound**.



Publish bound

- After successfully testing your bound you can **publish it online**. Select the offline button and from the menu select **“Put current version online”**.



Share bound

Share



Bound's web page

<https://actionbound.com/bound/lieporiai>



Your Bound can be started by scanning this QR code with the Actionbound app. The code is permanently associated with this Bound and can be used, e.g. to be printed on flyers, even before the Bound is published online.



Share



Tweet




Mail

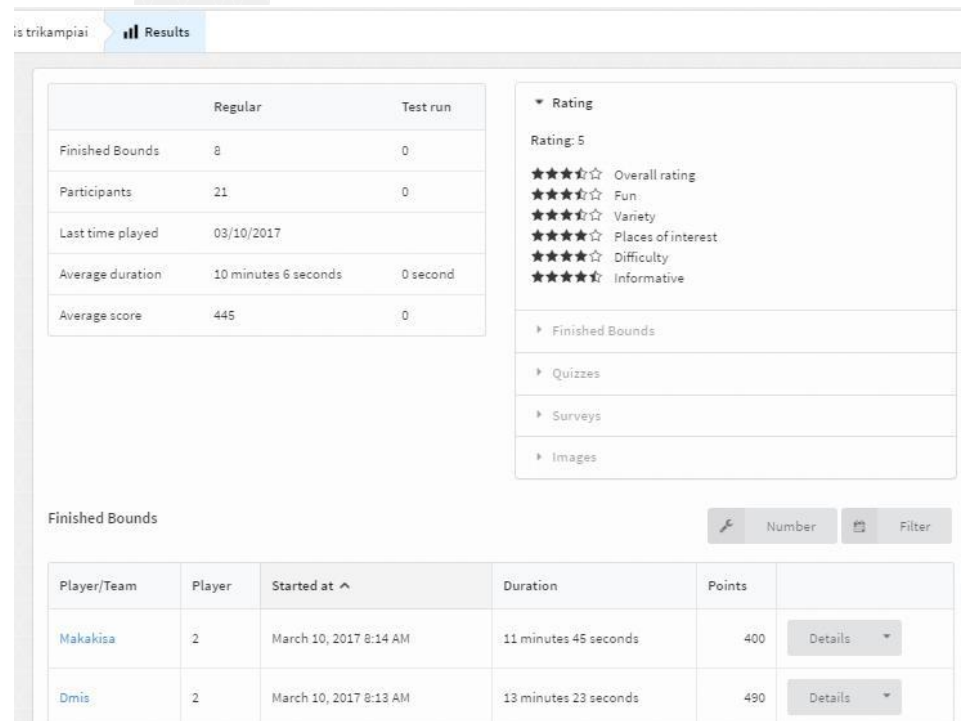


Download start instructions

- Players can visit your bound web page and scan the QR code of your bound, using the Actionbound app, in order to start playing.

Results

- After a bound has been completed, you can view the results of the bound for all the players by pressing the  button.



Further questions

- If you have any further questions about Actionbound, please ask me by sending an email at the following email address:
loukas_dimopoulos@hotmail.com