



GeoEdu

User's Guide for the Game

This tutorial is divided in three parts:

- The Configuration (page 2)
- The Game (page 8)
- The scores (Page 12)

At the start, we recommend that you activate the Tool Tips which give you additional information for the buttons and areas displaying numbers.

Click on the “?” at the top right corner to have a yellow background.

Without being registered (purchase of a code), the game can be tested (with the exception of “Lists”) for all types of questions but only for the American continent (North, Central and South).

Configuration of the Game

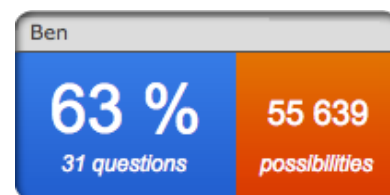
Scores / Possibilities

The selected player's name appears on the gray background.

The average score for the player in the language selected appears on the blue background

The number of questions already answered is displayed at the bottom..

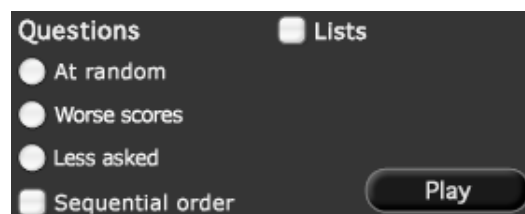
The quantity of different potential questions appears on the orange background. It's the total of all the possibilities for each type of questions selected..



General Parameters

The questions are selected "At random" or GeoEdu will either ask the questions for which you had scores under the minimum selected ("*Worse results*", this minimum can be changed in the Preferences tab) or ask the "*Less asked*" questions.

When "*Sequential order*" is checked, questions are asked by sequential order (left to right) of the tabs (types of question) activated (in blue).



Levels of difficulty

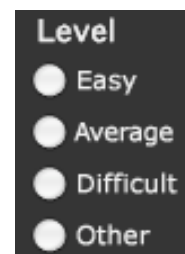
There are 3 levels of difficulty: Easy, Average or difficult.

Moreover, there is an option "*Other*" should you prefer to define your own preferences instead of playing with the levels.

The level "*Easy*" will automatically only select the continents you know best.

The level "*Average*" will automatically select the continents for the levels "*Easy*" and "*Average*". You can change the continents in the "*Preferences*" in the "*Game*" tab.

The level "*Difficult*" will select all the continents.



In addition to the continents, each level will select different parameters for the activation of questions ("*Activate*"), types of territories (Countries, **dependencies**, **divisions**, sub-levels), the "*First clues*" and certain questions from the additional options.

The activation of questions will not function is there is 0 question possible ("*Possibilities*").

Lists

In the Atlas, you can create your own lists of territories and register them under the names of your choice. These lists are available for the game which means that you will have questions concerning only the territories of your lists.

8 types of questions

Each tab corresponds to a type of question to which the response will be respectively:

- Territories, a territory to be found
- Capitals, a capital to be found
- Flags, a flag to be found
- Borders, (land or water) borders to be found
- Currencies, a currency to be found
- Numbers, a territory to be found among a multiple choice
- Code, a code (country, internet or currency) or the driving side to be found
- Voyage, the shortest route from a territory to another (not accounted for in scores)



Activate



Will activate the type of questions selected.

The tab goes from gray to blue which allows you to visualize the questions which are activated. These will be the types of questions GeoEdu will ask you.

Shift+click Activates/Desactivates the “Activate” check box for all types of questions.

Play with

Gives you the choice of the continents you want to play with.

Among the answers displayed, there will only be the responses for the selected continent(s).

Shift+click Activates/Desactivates the continent check box for all types of questions.

Include

There are 3 types of territories:

The countries, the **dependencies** and the **divisions**.

The difference between **divisions** and **dependencies** is explained in the “*Help*” of the Atlas (Tab Preferences of GeoEdu or Help menu) and also in a video on <http://www.geoedu.info/en/TutorialDD.html>

It's up to you to include the type of territories for your questions.

In general, it's easier to play with countries since a large number of **dependencies** and **divisions** are not well known.

The sub-levels only relate to **dependencies** and **divisions**. They are territories which don't directly depend on a country.

GeoEdu doesn't mix the different types de territories in the answers.

In the question, the fact of being a country, a **dependency** or a **division** will always be displayed. In the list of responses. There will only be answers related to countries, **dependencies** or **divisions**.

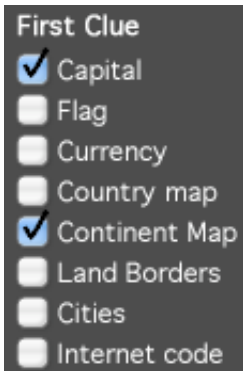
If several boxes are checked, GeoEdu will choose one of the 3 types at random.



Shift+click Activates/Desactivates the check box for all types of questions.

First clue

To ask a question GeoEdu will take the “*First clue*” into account. For each change of parameter, GeoEdu displays an example of a question you might get in the yellow frame. If only one box is ticked, the question will always be the same for each territory:



Example:

For the type of question Territory, if you only tick “*Capital*”, the question will always be formulated as follows:

Which Country (or **dependency** or **division**) has a capital chosen at random as capital?

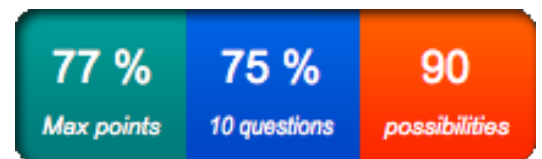
If more boxes are ticked GeoEdu will choose a clue at random.

The small orange button at the top right of the yellow background allows you to get another question without changing the parameter.

The number of first clues vary from one type of question to the next.

Numbers displayed

For each type of question GeoEdu displays some information in numbers:



- Max points: the maximum points the player can have for an answer. It only relates to countries since **dependencies** and **divisions** will always display 100%. The person who only plays with North America for example, can easily find the answers since there are only 3 countries (USA, Canada and Mexico) hence only 3 potential answers. It's normal to be penalised. The maximum points are calculated as follows: based on a total of 194 countries. Each country counts for 30/194. With only North America: $70 + 3 \cdot (30/194)$ making it 70%. 70 being the minimum score, 3 corresponding to the number of countries in the continent. If you add Europe which covers 45 countries, it will be $70 + (3+45) \cdot (30/194)$ making it 77%. All calculations are made and stored (scores) with 16 decimals. However, the points are always displayed to the closest unit ($72,67304951=73\%$).
- On the blue background: On top, the number in percentage is the average score of the player for the selected type of questions. Right below it, the number of questions the player already answered to for this type of questions.
- On the orange background: the number of different questions possible with all boxes ticked (Continents, Type of territories, “*First clue*” and additional options for “*Borders*” and “*Codes*”). This number is automatically updated in each tab if you click on the button “*At random*”, “*Worse results*”, “*Less asked*” or if you play with a personalized list..

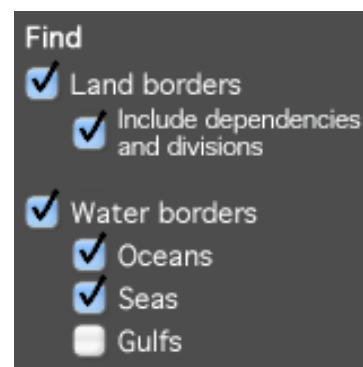
Additional options for certain types of questions

The configuration of the parameters is different for each tab. Indeed, certain questions need appropriate parameters. You will find the explanations for some tabs here under.

Borders

Under “*Find*” there are 2 options:

- “*Land borders*” include the land borders in the questions. The option “*Include dependencies and divisions*” includes the territories which are not countries. Example: Which are the 2 land borders of Canada? Answer: the USA and Alaska which is a **division**. If the option is not ticked, the question will be: Which is the only border of Canada?
- “*Water borders*” include the maritime borders in the questions. 3 options are displayed for these types of borders: Oceans, Seas and Gulfs. The number of borders is always specified in the question as well as the type of water border. Taking the example of the selection shown on the black background, if a country is not bordered by an Ocean, the question could be: Which are the 2 water borders (Seas) of this country? If the country is bordered by an ocean, the question will be: Which are the 2 water borders (Oceans, Seas) of this country?



If both land and water borders are selected, GeoEdu will choose one of the 2 types at random for the type of questions “*Borders*”.

Numbers

To answer to this type of questions, there will only be multiple choices (3, 6, 9 and 12 choices). This type of questions is therefore limited in the number of options.

There is no selection of continents available for Numbers. You will always play with all the continents.

This is easy to understand since it's due to the small number of territories in some continents. If you only play with South America (12 countries), you will always have the same choices for the choice of 12 answers and the questions would have been too limited with only 4 **dependencies** and 4 **divisions** in this continent. In order to increase the variety of multiple choices GeoEdu uses all the countries, all the **dependencies** or all the **divisions**.

The “*Sub-levels*” option is always activated.

For the questions on populations, GeoEdu will take into account the same year for all the territories. It will always be the most recent year and with the largest number of territories up to date

For the version 1.3 it's based on the populations of 2007. This will evolve with the future updates of GeoEdu.

For the questions on areas, GeoEdu always asks for the total area and not the land areas only. For the density of the population, GeoEdu always calculates it versus the total area and not only the land area (option available in the Atlas).

Codes

4 options possible: Country code, currency code, internet code and driving side. If more than an option is selected, GeoEdu will choose at random among them.

Voyage

The objective of Voyage is for you to familiarize yourself with the geographic location of the territories.

There will be no score and GeoEdu will not give the right answer.

If the player doesn't find the answer, he can go back to the Atlas to look it up so as to memorize it for the future or ask to see the territory of arrival.

The objective is to find the shortest route between 2 territories. The shortest route doesn't mean the minimum of kilometers but to cross a minimum of territories. The crossing from a territory to another can be done by clicking on one of the land borders of the country to go to the other country. To cross Oceans or Seas to reach islands which don't have land borders, there is a very simple way featured in GeoEdu, the fact of being able to "transplane". Certain countries have overseas **dependencies** and **divisions** and the "transplaning" is possible between them.

Example: Find the shortest route from Paraguay to **Bermuda**.

Answer: Paraguay - Brasil - **French Guiana** (**division** of France) - Transplane to France (country **French Guiana** belongs to) - Spain - **Gibraltar** - Transplane to the United Kingdom (country **Gibraltar** belongs to) - Transplane to **Bermuda** (belonging to the UK).

The options are the "*Territories of departure*" and "*Territories of arrival*" as well as the choice of the type of territories ("*Include*"). Without having selected "**Dependencies**" or "**Divisions**", it's still possible to cross these territories.

Choice at random

Just for your information, here is how GeoEdu chooses its questions.

Each time GeoEdu has to make a choice at random for a question, it's an equitable choice;

Example for continents:

There are 8 continents but they all have a different number of territories:

Africa has 53 countries

North America has 3 countries

Central America has 20 countries

South America has 12 countries

Asia has 13 countries

Europe has 45 countries

The Middle East has 13 countries

Oceania has 14 countries

GeoEdu never chooses a selected continent at random to pick a territory and ask the question. It wouldn't be fair since North America has only 3 countries meaning an average of 1 question out of 8 (if all the continents are selected) which in turn would mean that the USA, Canada and Mexico would regularly be subject to a question.

GeoEdu takes into account all the continents selected and picks at random through all of them. Africa which has the largest number of countries will have a rate of questions superior to Europe for example.

Oceania will have a higher rate for the **divisions**.

This principle applies to the choices of the type of territory and to the "*First clue*" that GeoEdu picks at random among all the potential questions. There will never be a question without answer.

Example: Nauru (Country in Oceania) has no capital, you will never get the question "*Capital*" or with Capital as first clue for Nauru.

The Game

When the parameters are defined, click on “*Play*”.

For most of the questions GeoEdu offers a large range of clues. Moreover, there are multiple choices available.

Capital/Terrain	Areas -3%	Borders length -2%	Codes / Driving -12%
Continent -11%	Flag -3%	Languages -8%	
Belonging to -4%			
Currency -6%			
Water borders -5%	Land borders -11%	Dependencies / Divisions -6%	
Territory on the continent's map -18%	Territory map -9%	Cities / Islands -4%	

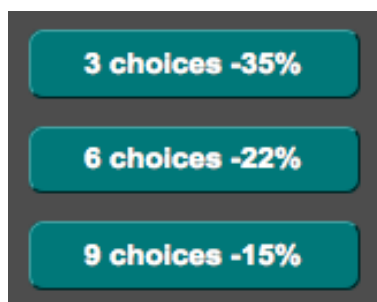
Multiple choice

The number of potential choices (3, 6, 9) appears under certain conditions:

If the number of potential answers is inferior to 6, there will be no multiple choice.

If the number of potential answers is inferior to 12, there will be a multiple choice of 3 answers.

If the number of potential answers is inferior to 18, there will be 2 multiple choices: 3 and 6.

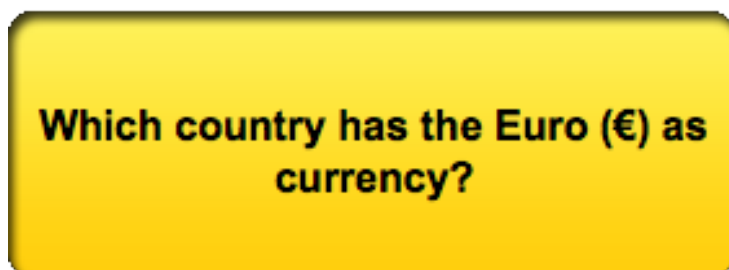


If there are more potential answers than 18, there will be a multiple choice of 3, 6 or 9 potential answers.

Your score will be reduced by the number of points displayed in the multiple choices frame you selected and for each wrong answer.

The choice of answers in the selected multiple choice is always done among the potential answers selecting “*World*”.

The questions can appear with a list of answers to exclude. Example: Which country has the Euro (€) as currency? Excluding Andorra,



Austria, Belgium, Cyprus (island), Finland, ...

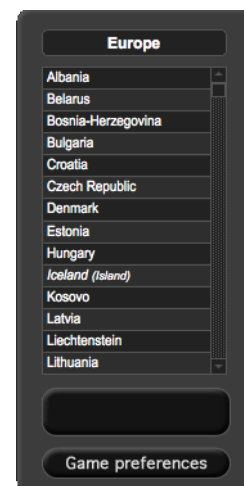
This applies to many cases in Currencies, Land borders, Flags, Territories, ...

Above the list of answers, there is a menu displaying all the continents as well as the “*World*”. It allows for the potential answers to be displayed for the selected continent and only for the continent (s) selected in the parameters of the game.

There will only be the answers for the relevant continent(s).

There are many cases where answers will be taken out of the list:

- The answers from the list “*Excluding*” are taken out of the list.
- If the answer is a territory and that the clue “*Land borders*” is disclosed, these borders will be taken out.
- The territory disclosed by the clue “*Territory*” for the questions type “*Land borders*”.
- Only the answers for the right continent are available if the clue “*Continent*” is disclosed.
- Only the answers for the right continent are available if the clue “*Territory on the continent’s map*” (with the black arrow pointing to the territory) is disclosed.
- Only the answers for the right continent are available if the clue “*Choice of answers for the relevant continent (-11%)*” (from the continent menu) has been asked.



If the clue “*Territory map*” is disclosed, you can arrange for several information to appear or disappear coming from other disclosed clues by clicking on:

- The capital
- The land borders
- The water borders
- The Cities/islands

Area/Sq.Mile	
Land	5 331
Water	83
Total	14 026

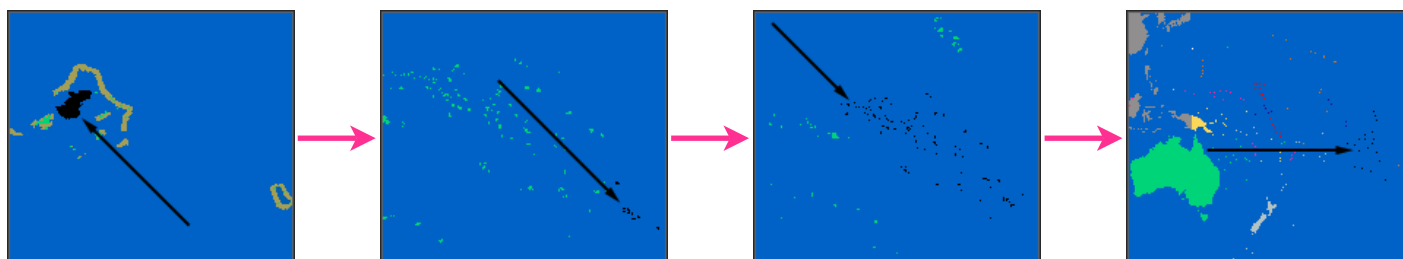
The player can change the units of area and length. They will respectively go from Sq.Mile to Sq.Km and from Miles to Km. They are land miles. 1 Mile corresponds to 1.609343994 Km. This covers the disclosed clues and answers to the questions type “*Numbers*”.

For some territories (mainly in Oceania), the clue “*Territory on the continent s map*” might not give you sufficient hints.

↑ If an arrow appears at the bottom of the map, the territory displayed belongs to a “parent” territory (dependency, division, sub-level). By clicking on it (or on the map) you can visualize the “parent” territory and go up level by level to the country it belongs to. The next click will bring you back to the territory subject to the question.

Example:

From “**Mangareva**” up to the “**Gambier**” then the “**Tuamotu-Gambier**” archipelago which belongs to “**French Polynesia**”, then France (not displayed here) then finally back to **Mangareva**.



Mangareva

Gambier

Tuamotu-Gambier

French Polynesia

When the hint "Shape of the territory" appears, a small black/blue/ochre button may be clicked to display the water borders, and the reefs. This last option will bring the maximum points down by 3% only if the "Shape of the territory" is the first hint.

By clicking on the shape of the territory, you can also go to the parent territory's map and vice versa.



Answers

To answer to the question, you need to select your response in the list and confirm by clicking on the button at the bottom of the list of answers where your answer appears.

You can also click twice on your choice in the list of answers.

For the Borders, there are often several responses which requires for you to click on the button OK when you will have reached the number of answers requested. GeoEdu will only accept your answer when you will have reached the number of questions requested.

After having answered, GeoEdu will give your score, display the right answer, disclose all the clues and also give some statistics on the question, the type of question concerning this particular territory and also on the territory itself.

If you click on these statistics, you will see the answer you gave.

The calculation of Scores

The score for the question is equal to the "Maximum points" before answering.

If the answer is wrong, the score will be 0%.

The maximum points decrease by the value of the clue requested and the value of the multiple choice requested.

For multiple choices, points decrease when the selection of your multiple choices is done, and for each wrong answer.

For the "Borders", points are calculated proportionally to the number of right answers.

Example: if you found 2 borders out of 4, your score will be 50% of the "Maximum points".

There is no score for questions type "Voyage".

Some particular cases may exceptionally appear for certain types of questions.

There are reviewed here under.

The Flags

Bravo!
The right answer is

Your score: **70 %**
Statistics
This question has been asked for the first time.
You didn't have any other question of type *Flags for the American Samoa (Islands)* yet.
For the American Samoa (Islands), you had 2 different questions for a total of 2 questions.
Average score: 74 %

If you are aware of one or several colours of the flag, you can select the colours in order to shorten the list of possible answers.

Certain flags have small details in colours other than the main colours used for the flag. These colours were taken out (of the data base, not from the flag) on purpose to display the visible colours of the (reduced dimensions) flags in the list.

When you click on a +, only the flags having this colour will appear in the list. A turquoise colour appears in the background.

When you click on -, the flags having that colour will disappear from the list. A red cross strikes that colour.

When you click on a colour, the + or - effect is cancelled.

For this type of question, there is a clue "Flag's colors" which displays the right colours of the flag to be found. If you are lucky and in certain cases (especially if you know the right continent) there might only be one flag in the list.



Land Borders

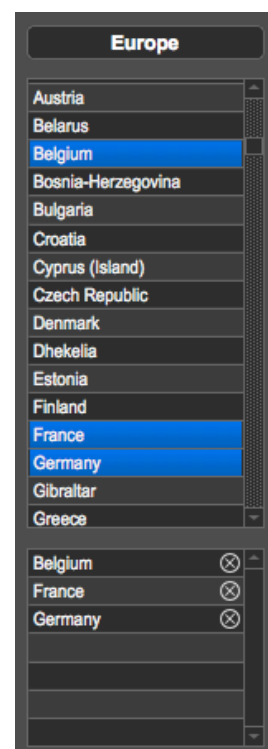
For all types of questions, GeoEdu will display the “*World*” in the Menu if more than one continent are included in the parameters. If a player only selected one continent, GeoEdu will directly display the right continent in the menu.

For the questions type “*Borders*”, GeoEdu may add continents to the ones selected by the player in the parameters. If the territory has one or several borders located in a neighbouring continent and if the player didn't select this/these continent(s), GeoEdu will make the responses for this/these continent(s) available.

Example: Turkey has borders in Europe, Asia and the Middle-East.

If the player didn't select the Middle-East in the Preferences, GeoEdu adds it in the list of continents.

You can deselect a border by either clicking again on it (blue background) or by clicking on the white cross to the right of the selected border in the list displayed at the bottom.



Codes

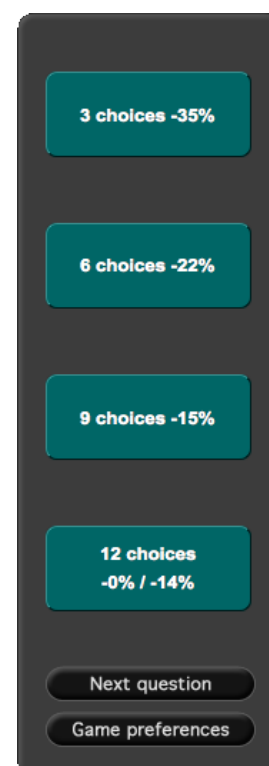
These questions are the only ones without clues.

To answer, there are only multiple choices.

You may have up to 4 multiple choices (3, 6, 9 and 12 choices).

For the option 12 choices, the penalty is 14%, but there is also a “-0%”.

In other words, by selecting this choice you will not be penalised. Your “*Maximum points*” will remain unchanged although the “*Maximum points*” will decrease by 14% for each wrong answer.



The Scores

All scores are systematically kept for each answer. All calculations are done and kept with all the decimals (up to 16). They will always be displayed rounded to the nearest unit.

If a question is asked several times, only the average score will be kept.

Example: For a particular question, you get 25%. The second time, you get 65%. GeoEdu will keep 45% as score. It will also keep the number of times you had that question to calculate the average the next time.

By clicking on “Scores” at the top of the window, you will find the statistics of your scores: “General”, by “Continent” and by “Type of questions”.

By clicking on the button “Territories”, the list of territories subject to questions appears. By clicking on a particular territory, the list of questions for this territory will appear.

In order for the statistics on “Voyage” to appear only once, only the territory of arrival is taken into account.

The button “Voyage” displays the summary table by continent for the trips done.

Import and export scores

You can export and import your scores via the menu Scores (in the menu bar).

When exporting, GeoEdu will ask if you want to export all scores or only yours. The file will be exported and saved on your desktop.

It's only useful if you want to import your scores on another computer.

Since the version 1.3 GeoEdu automatically stores the scores on your hard disk. When you will first launch a new version, you will be asked if you want to import your previous scores.

When importing, if players with the same name already exist, GeoEdu will ask the question for each of them if you want to replace the scores of the previous player or add them? Should you choose them to be added, GeoEdu will calculate the average score for identical questions.

If you answer “Cancel”, Your scores will not be imported.

The screenshot shows the 'Scores' menu in GeoEdu. It displays a summary table for 'Scores for the questions asked in English to Benoit'. The table is organized into three sections: 'General', 'By continent', and 'By type of question'. Each section has a table with columns for 'Countries', 'Dependencies', 'Divisions', and 'All'. The 'General' section shows overall statistics. The 'By continent' section shows statistics for various continents. The 'By type of question' section shows statistics for different question types.

General	Countries	Dependencies	Divisions	All
Average scores / Number of questions	62% / 46	77% / 17	96% / 6	69% / 69

By continent	Countries	Dependencies	Divisions	All
Africa	70% / 19	81% / 4	100% / 2	74% / 25
North America	-	-	-	-
Central America	52% / 6	74% / 4	-	61% / 10
South America	100% / 1	-	-	100% / 1
Asia	63% / 5	67% / 3	-	65% / 8
Europe	43% / 10	100% / 1	-	49% / 11
Middle East	93% / 2	-	-	93% / 2
Oceania	57% / 3	87% / 4	94% / 4	81% / 11
Antartica	-	40% / 1	-	40% / 1

By type of question	Countries	Dependencies	Divisions	All
Territories	72% / 8	55% / 2	100% / 1	71% / 11
Capitals	61% / 6	0% / 1	-	52% / 7
Flags	59% / 5	70% / 2	-	62% / 7
Borders	67% / 1	-	-	67% / 1
Currencies	67% / 3	100% / 1	100% / 1	80% / 5
Numbers	17% / 2	85% / 1	-	40% / 3
Codes	63% / 21	87% / 10	94% / 4	73% / 35