



Instructions

Preparing Next Exit Chemical Safety
in other languages



Follow these steps to produce Next Exit Chemical Safety in another language:

1. Translate the text from all materials
2. Create graphics for all materials
3. Translate and prepare the chatbot
4. Printing and customising
5. Test run and, if needed, adjustment cycle

Before translating the game, we recommend playing through it completely once in one of the existing languages if possible to gain an overview of the materials in advance.

1. Translate the text from all materials

- ▶ 5 x translate the texts of the non-redacted files
- ▶ 5 x translate the texts of the puzzles
- ▶ Translate the text of the small floor plan (A4)
- ▶ Translate the chat images containing text (numbers 02, 03, 05, 06, 07)
- ▶ 10 x translate the texts of the audios
- ▶ If necessary, translate the texts of the start and end videos to create subtitles (optional, otherwise it can stay in English)
- ▶ Translate the game instructions
- ▶ Translate the game guide
- ▶ Translate the reset guide
- ▶ If needed, translate the accompanying educational material

2. Create graphics for all materials

The game contains various materials that must be translated to play the game in other languages. For this, open files are available that can be edited using the Adobe Creative Suite programmes Photoshop and InDesign (these programmes are commonly used by graphic designers and we recommend hiring a graphic designer for this task). You'll find the files that are to be translated in the folder "Open files". There, you'll find only the files in which there is text that needs to be translated. You'll find the other files that do not contain

text in the folder "Files without text".

Notes for the graphic designer:

As a first step, please install all the typefaces in the folder.
Please do not change the folder structure (links to images).

Files:

The files (redacted and non-redacted) can be edited in InDesign. For the various typefaces, please use the pre-set character and paragraph formats. A bleed of 3 mm has already been set for subsequent printing.

Chat images:

The chat images can be edited in Photoshop. You'll find the various chat images grouped in the Levels window. Please edit only the text - the image levels are locked. The format has already been correctly set up - please export the files in png format (like the other pngs provided that do not contain text).

Infographic (also for the chat):

The infographic can be edited in Photoshop. Please change only the text levels. If the text should run out beyond the white fields, please place an additional white background level for the text. The format has already been correctly set up - please export the files in png format (like the other pngs provided that do not contain text). The QR codes also need to be changed. Please request the correct links for your language.

Puzzles (pinboards):

The pinboards can be edited in Photoshop. A bleed of 3 mm has already been set for subsequent printing. The typeface is not included in this package. Please use another typeface that fits into the images.

Please note! New QR codes must be created for each new language (see Point 3 Chatbot)

Small floor plan:

The floor plan can be edited in Photoshop. Please change only the text levels. A bleed of 3 mm has already been set for subsequent printing.

Game instructions:

The game instructions, the game guide and the reset guide can be edited in InDesign.

Educational material:

The accompanying material can be edited in InDesign or Photoshop.

“Game director” and “Evidence” stickers:

The stickers can be edited in InDesign or Photoshop.

3. Translate and prepare the chatbot

- ▶ Request the preparation of 5 chat groups for the game (in Wordpress) from ECOMOVE: info@next-exit-chemical-safety.org
- ▶ Obtain the ECOMOVE log-in details for Wordpress to replace the English chat text with text in your language
- ▶ Translate Excel table of the chats for groups 1-5 (inputs and outputs)
- ▶ Read the instructions for using Wordpress, e.g. here: <https://learn.wordpress.org>
- ▶ Prepare the chatbot: transfer the translated content from the Excel table into Wordpress. Do not add any new entries - only translate the existing English entries into the desired language
- ▶ Record translated audios and insert them into the chat
- ▶ Replace the chat images with translated chat images in your language
- ▶ Use links to the chats for creating the QR codes on the puzzles:
 - Group 1: Puzzle Amila
 - Group 2: Puzzle Romy
 - Group 3: Puzzle Nanuk
 - Group 4: Puzzle Nasima
 - Group 5 Puzzle Kweku

4. Printing and customising

These materials must be obtained in advance:

- ▶ Cardboard box approx. 40 x 25 x 15 cm (various formats can be used, but it must be bigger than A4)
- ▶ 11 x folders (A4), if possible 1 x red, 5 x yellow and 5 x blue
- ▶ 10 x file clips/large paper clips
- ▶ Small cardboard box (approx. 25 x 15 x 5 cm) or alternative
- ▶ Cardboard or firm paper to stick the puzzle pieces onto

The following is a detailed explanation of how to assemble the game box:

Box

- ▶ Cardboard box approx. 40 x 25 x 15 cm
- ▶ Print and affix "Design Box" (alternatively write "Next Exit Chemical Safety" on the box)

Game director's materials

- ▶ 1 x folder, red
- ▶ 1 x print the translated "Game director" sticker and affix onto the red folder
- ▶ 1 x print game instructions (A4)
- ▶ 1 x print game guide (A5)
- ▶ 1 x print reset guide (A5)
- ▶ If needed, print the educational accompanying material
- ▶ Place all four sets of instructions in the red folder

Folders

- ▶ 10 x folders (5 x yellow, 5 x blue)
- ▶ 2 x print 5 yellow triangles
- ▶ Stick a triangle onto each of the yellow and blue folders

Redacted files

- ▶ 5 x print redacted files (A4)
- ▶ 5 x print molecule images (approx. 8 x 8 cm)
- ▶ Attach the molecule images to the matching files using paper clips (see reset guide for how to match them)
- ▶ Place the redacted files with the attached molecule images into the matching 5 **yellow** folders (the yellow triangles must match)

Non-redacted files

- ▶ 5 x print non-redacted files (A4)
- ▶ 5 x print pictures of objects (note: double-sided!) (approx. 8 x 8 cm)
- ▶ Attach the pictures of the objects to the matching files using paper clips (see reset guide for how to match them)
- ▶ Place the non-redacted files with the attached pictures of objects into the 5 matching **blue** folders (the yellow triangles must match)

Small box with evidence

- ▶ 1 x cardboard box/container for puzzle pieces
- ▶ 1 x print the translated "Evidence" sticker and affix onto the cardboard box
- ▶ 5 x print A4 puzzle and affix onto the cardboard or firm paper
- ▶ Cut the puzzle along the cutting line into 6 pieces, total of 30 pieces
- ▶ Place the 30 puzzle pieces into the cardboard box with the translated "Evidence" label

Floor plans

- ▶ 5 x print small floor plans (A4)
- ▶ 1 x print large floor plan (size = approx. 3 x A1)

Place all the materials in the box. The red folder for the game director should be placed at the top.

5. Test run and, if needed, adjustment cycle

- ▶ Test the finished game in a trial run with a group
- ▶ Make adjustments, if any are needed
- ▶ The game is ready!