DIGITAL 2D CARD
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Digital 2D map on 02/07/2021

INTRODUCTION

I conceive a "geopolitical approach" to any discipline taught. We all try to ensure that the student asks himself the right questions in an informed way and as much as possible in research autonomy. I therefore propose to lead him to look for any subject whatsoever the answers to unavoidable questions such as who, what, or, when and how?

To do this I propose to combine "serious game" and "2D digital card". This juxtaposition and this constant back and forth between the game and the map allows me to respond largely to this approach. With the theme chosen for this workshop, and this is just one example, I am interested in the life of Henry IV born in BEARN. The game, for its part, questions his political life from his birth to his death. The map offers a precise mapping of the places that have made his life a French history.

As a result, the milestone events of his life are positioned on a digital 2D map with markers filled in accordingly with text, images, hypertext links and possibly videos.

DEVELOPPEMENT

This online workshop is not about serious game design. Many others do it just as well if not probably better than I do. The one I propose and which will be presented quickly is realized with the **LUDISCAPE** solution (https://www.ludiscape.com/index.php) and it remains deliberately summary and rather simple since it is not used in isolation but in association with the card. This product integrates **CHAMILO** the platform for distance learning and collaboration in the form of open source software that can be adapted to educational or professional projects.

The 2D digital map for its part is a free uMap (http://umap.openstreetmap.fr/fr/) solution, in open source, which allows you to create custom maps on backgrounds built with IGN maps from OpenStreetMap (http://umap.openstreetmap.fr/fr/map/new/#6/51.000/2.000). These maps appear on the cloud all in an instant and as soon as the creation opens. You can easily integrate the card into an iframe of a page of your website or on your phone with a short address.

Now this combination of digital means makes it possible to respond to a certain number of teaching disciplines. I will place some examples below:
- Camargue Regional Natural Park – Remarkable Fauna and Flora Inventory
- Savoie Mont-Blanc – Racing in the High Mountains
- CCSTI AQUITAINE network – Industrial locations
- Salvador DALI – His places of expression, his travels
- The LOIRE VALLEY – Its castles over the centuries

Each participant of the workshop will be invited to build his own 2D digital map and thus be able to continue his training individually.
Personal prerequisites are limited to:
1. The opening on his computer of the uMap software solution accompanied by a .docx file inside which all the programming elements of the map are made available by me and will be used gradually in simple "copy and paste".
This 50-minute workshop consists of two distinct but not necessarily related parts. A first set-up of the card lasting 28-30 minutes. This initial part will address:
- The parallel use of the game and a map both in open source files in the taskbar,
- The notions of exporting the card,
- The creation of a uMap account,
- The use of edit buttons,
- The management of five different layers in the map,
- The installation of one marker per layer.
In a second phase, and if the participants wish, a deepening of 12 to 15 minutes will allow you to advance on your map with:
- The implementation of a polygonal shape marker,
- Slightly more complex interaction options.

CONCLUSIONS
1. Each participant is guaranteed to produce HIS card.
2. Each participant will be able to later produce simple cards to boost some of their courses.
3. The financial cost of software solutions is very limited:
   - The uMap solution is free and royalty-free. However, you can donate and join the community,
   - LUDISCAPE:
     - ✓ Individual teacher license 99€
     - ✓ School Pack:

10 profs	30 profs	50 profs
1102€ TTC	1714€ TTC	2098€ TTC

4. At the end of CLIC 2021 the organization will provide you with a PDF of 17 pages that will include, with screenshots, the entire design map workshop. Similarly, this workshop is already captured in WMV video:
   - 360 MB for the first,
   - 157 MB for the second.
5. All these documents will also be downloadable on my site at my host after Clic 2021 by simply contacting me by email.

BIBLIOGRAPHY/SITOGRAPHY

RUMEAU Luc
Certified Professor Technology College and retired since 2010.
Academy of BORDEAUX (comes from NANCY-METZ) and lives in PAU 64000.

Seconded for one year, from September 1998 to June 1999, to U NANCY 1 to join the team that was to set up NANCY UNIVERSITE OUVERTE. Then former multimedia computer trainer on the university NANCY 1 within the IUT of BIOLOGY.
Then project manager and internship for the UFR STAPS NANCY management license.
Associative webmaster.
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I used the practice of reverse class, admittedly summarily at the time and without this formulation, as early as 1993-1996 on the occasion of an experiment conducted then for the DISTNB (https://www.coach-sportif-video.fr/lecture-ecriture/experimentation-1996/).
Then from time to time during my technology teaching I worked in a fully digitized way and from time to time in reverse classroom from the 2000s.