eMysteries
Interactive Environment to promote close reading and writing skills of upper secondary students

eMysteries Interactive Environment

eMysteries Interactive Environment is an innovative rich mobile-device-supported environment that provides interactive multimedia learning elements to promote close reading and writing skills to upper secondary students aged 15-18. It also aims to support upper secondary teachers to enhance their students' literacy skills through their daily teaching practices.

Using technology, students can creatively enhance their skills. eMysteries Interactive Environment offers students opportunities to develop their own inspirational detective stories, customise them using a rich poll of multimedia elements and share them among their peers and others. Students can create their stories based on a set of story templates.

Sample detective stories are available and act as directive resources and examples for teachers and students to have a better understanding of a detective story and how they could create one. eMysteries Interactive Environment also has an embedded glossary function to support upper secondary school teachers to help their students find the meaning of unknown words or explore more inspiring words for their stories. It provides access to supporting online resources, such as online dictionaries, so that students can look up the meaning of a word, and find synonyms.

The interactive environment is available in the 5 following languages: English, German, Greek, Portuguese, and Spanish.

The mobile-device-supported interactive environment is fully functional in both Android and iOS systems.

It can be accessed online here: https://emysteries.eu/en/interactive-environment

Key elements of detective stories

1) Setting and Characters

This section provides information about the place and the time during which the detective story took place.

2) Crime Scene

This is the place where the crime has been committed. This section includes the description of each single detail of the crime scene in order for the reader to envision it. Also, it includes the description of the mysterious problem that needs to be solved.

3) The Detective(s)

This section includes the description of the detective(s) (e.g. his/her personality, motivations, strengths, weaknesses).

The detective(s) is/are the protagonist(s) that will ultimately come up with the solution for the crime based on the evidence provided.

4) The Suspect(s)

This section includes the description of possible suspects that have possibly committed the crime, including their interrogation. They can be a false alarm that will lead the minds of readers away from the real perpetrator.

5) Examine the Crime Scene

This section includes the description of the process of the examination of the crime scene and the evidence that were found, which will lead to resolving the mystery.

6) Mystery Resolution

This section includes the description of a clear ending to the mystery story, including information of the person committing the crime, the reason(s), what was the motive and how the crime was solved.

7) The Story Trailer

This is a short plot of what will happen in the story. It includes the setting, the characters, and the sequence of events. The purpose is to make it attractive to readers, so they will want to read the story.

3rd Online Project Meeting

The eMysteries project partners held their 3rd project meeting online on February 25th, 2021. During the meeting, there was a thorough discussion about the finalization of the Interactive Environment. In particular, partners discussed about the critical elements of the environment and their alignment to the learning and instructional objectives. They also provided useful insights and suggestions about the interactive environment and the multimedia aspects. Also, there was a discussion about the next steps of the project, specifically on the development of the educational content of the MOOC.

What Comes Next

During the next months, partners will work on the development of the educational content of the MOOC modules that will serve as a tool for supporting teachers' professional development. Upper secondary school teachers and other stakeholders will have the opportunity to access a free MOOC on how to use the e-Reading Mysteries resources in the development of educational content. Partners will ensure the dissemination of the MOOC, using specific communication tools and the partners will meet again in Germany, in September 2021.

Contact us

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