Affiliate Information

Increase your income with minimal effort

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Engaging Learners – Influencing Behaviour – Meeting Legal Requirements

A Game to Train Food Safety is a 'serious game' that enables players completing each stage of the game to obtain a Level 2 Award in Food Safety.

It is especially suitable to engage the millennial generation that have grown up and love playing computer games.

1. An accredited qualification

This game was 'CIEH (Chartered Institute of Environmental Health) Assured' in 2016. At that time the CIEH examined and confirmed that the structure and quality met the learning objectives of their Level 2 qualification and the exam element robustly tested these objectives.

Chartered Institute of Environmental Health
Assured

NB. It is not possible for e-learning courses to be registered and regulated by OFQUAL unless the testing element is taken under exam conditions.

2. Meeting legal and due diligence requirements

MILTON KEYNES COUNCIL
PRIMARY AUTHORITY
ASSURED

We have set up a Primary Authority Co-ordinating Partnership with MKDC (Milton Keynes District Council) which means that EHOs throughout the UK can be confident the content is up-to-date.

Their assured advice is that the course meets the legal requirement for caterers handling food unsupervised (along with on-the-job instruction in a Company's own procedures).

3. Effective and engaging

Serious games are proven to better engage and motivate people to learn as they provide an immersive virtual environment. They are significantly more effective than e-learning with gamification elements added.

The 'addictive' nature of the game means that learners will repeat stages several times as they strive to achieve a distinction and to move up the leader board. They can compete within their workplace and within the company.

A survey has been undertaken to compare A Game to Train Food Safety with a market leading but traditional e-learning course. This proved that as well as being more enjoyable and stimulating, candidates performed 15% better in an identical test.

4. Efficient and cost saving

A Game to Train Food Safety is ideal to be played online or offline in short bursts (although it is equally enjoyable to undertake from start to finish). It can be played on smartphones, tablets, laptops or desktops. It is truly mobile learning that can be fitted around quiet periods at work and at home.

Unlimited numbers can play the game on one device. They would just logout and then when they logged back in their progress would have been saved even if they were playing offline.

A learner can also play the game on several devices although they would need to connect to the internet the first time, they logged on to a new device to retrieve their progress.

5. Verifying learning

The 'final challenge' is a 30-question multiple choice test which uses pictures to convey the choice of answers.

Learners must get 20 answers correct to pass and there are more than 300,000 test variations.

If a learner fails, they will require a new game code and must re-start the course. Due to the large amount of repetition and difficulty involved in passing each of the stages, it will be unlikely however that a learner will fail the test.

Before taking the test, learners are reminded of the importance of taking the final challenge without help from others and must tick that they have understood this.

6. Language options

Throughout the game, where possible, words are supplemented with images to aid understanding for those with language problems (or learning difficulties such as dyslexia).

The final test is available in English, Polish, Portuguese, Spanish, French, Hungarian, Latvian, Lithuanian and Romanian.

7. Minimal affiliate involvement

To set you up as an affiliate all we require is:

- A contact name, e-mail address and telephone number
- Organisation name and address
- Bank name, account number and sort code (so that we can pay you!)
- A signed affiliate agreement

We will then provide you with an affiliate web-link that you can publish on your website, include in e-mails, use in promotional material etc. – and that's all you need to do!

Your affiliate web-link will be directed here where e-learning courses can be purchased from our website. Any purchases will be automatically logged to your affiliate account and we will pay you 30% of the pre-VAT total price.

You can login to your affiliate account dashboard at any time and see how many courses have been purchased via your web-link.

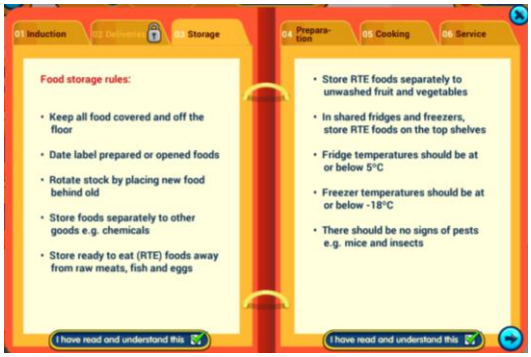
We will transfer these payments into your bank account four times a year on or around these dates: 25th February, 25th May, 25th August and 25th November.

As the courses are bought directly from us and not you, we are responsible for answering any queries and providing any support to the learners.

8. Customising to company procedures

The game's purpose is not to replace on the job coaching in company specific procedures but to make sure that learners understand and are motivated to follow safe food handling practice.

Stimulating conversation and interest in food safety leads to a positive food safety culture. This in turn reduces business risk as it influences behaviour. Food poisoning outbreaks are rarely due to lack of procedures but due to the fact that trained staff chose not to follow them.



Some companies however may wish to communicate their specific rules to leaners using the game. A simple way to do this is for these to be included in the 'key facts' that are unlocked after each stage. Learners then need to tick that they have read and understood these rules.

A separate version of the game would be required in order to do this and it would need to be costed separately.

If companies want to remove, add or amend parts of the game this is possible but would need to be costed separately. This may mean however that the CIEH Assured accreditation and the Primary Authority assured advice would no longer apply.

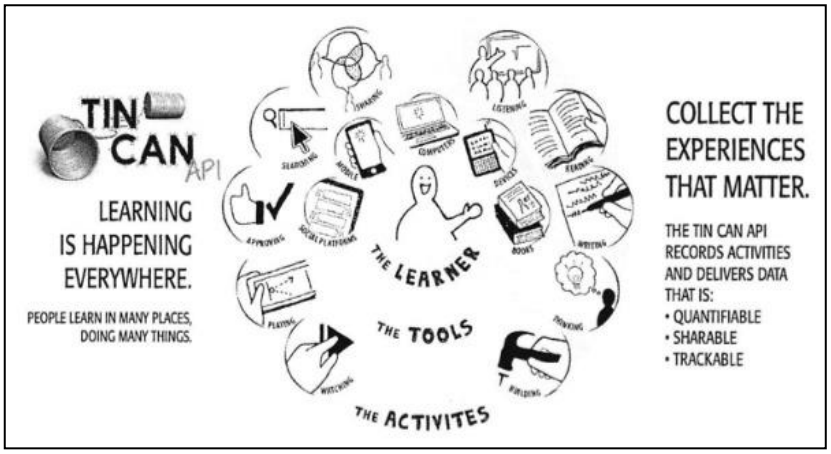
9. Seeing progress and compliance at a glance

Our learning management system 'Tin Can Tracker' enables Head Office to view all site information and managers to view information relating to their own site.

The dashboard allows managers to easily see:

- The activity level of team members playing the game that week
- Who has achieved a distinction, merit, pass or fail
- Who has completed, started in the last month or started more than a month ago

Both the game and our learning management system are Tin Can compliant (sometimes referred to as Experience API or X API). Previous specifications were difficult and had limitations (e.g. SCORM) but the Tin Can API is simple and flexible https://tincanapi.com/overview/

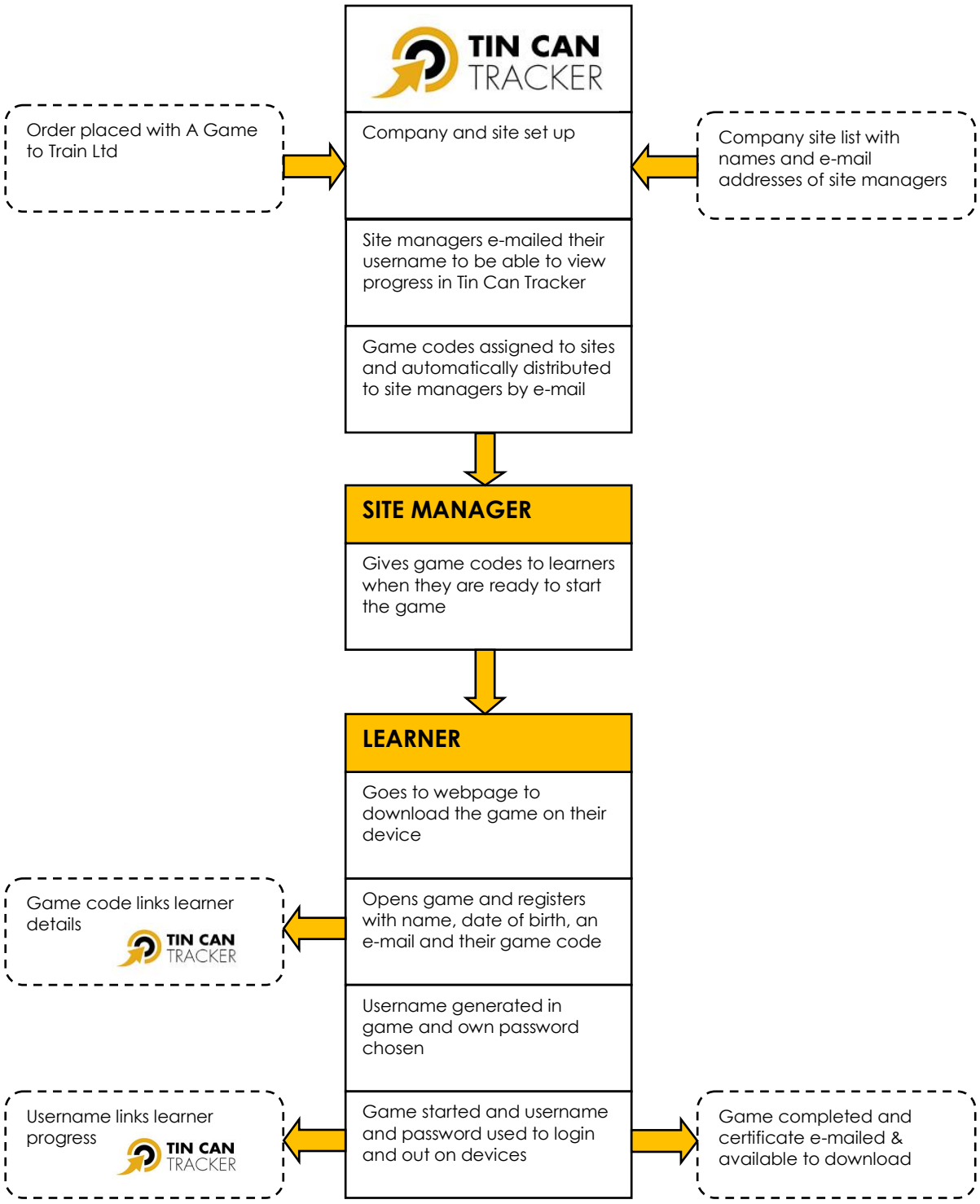


Mobile learning, simulations, virtual worlds, serious games, real-world activities, experiential learning, social learning, offline learning, and collaborative learning are just some of the things that can now be recognized and communicated well with the Tin Can API.

Ours is one of the first learning management systems that has been built from scratch using the Tin Can specification. Many companies are attempting to adapt their SCORM compliant learning management systems with little success.

10. Simple set up and transfer of learners

Unlike traditional learning management systems, the set-up of a learner is a simple and straightforward process (and requires no involvement by the affiliate).



Forgotten passwords can be easily reset by the learner and forgotten user names are available for managers to view on the Tin Can Tracker.

If a learner leaves the company before starting the training, the same game code can be given to another team member by the manager with no complex administration required or additional cost.

Learner records can be moved between sites as team members re-locate. The learner record will be able to be disabled at one site and enabled at another site. This means that learning records can be retrieved indefinitely if needed for due diligence purposes.

This simple and user-friendly system prevents the constant swapping around and re-setting of passwords and usernames which can frustrate managers and learners – or be used as an excuse to not complete the e-learning.

11. Technical information

Tin Can Tracker is deployed on cloud based Rackspace Ubuntu Instance which scales up and down automatically to deal with heavy traffic. Large numbers of learners downloading or playing the game will not cause difficulties.

The game is less than 500MB so will only take up a small amount of memory on the device that it is downloaded on.

We don't share any data with 3rd parties and passwords are stored encrypted. We use the PBKDF2 algorithm with a SHA256 hash which is a one-way hashing algorithm.