



PRACTICE ABSTRACT

Use Case and Showcase technology

Month, Year

DIGICROFT II – WIDENING ACCESS TO TRAINING

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The DigiCroft was developed with generic crofting communities in mind, although the community associated with the DESIRA Scottish LL based in the North West of Scotland a peninsula in Wester Ross were key actors.

In this area of Scotland small-scale ‘crofts’ are the prevalent form of agricultural land holdings, these are registered with the Scottish Crofting Commission, a government body, with associated regulations on their use and maintenance. There are also people that own their own land who are not registered crofters they are smallholders without the need to comply but equally with restricted access to opportunities. The crofting areas are concentrated in remote, upland locations which typically impacts production and commercial viability. The remote nature of the crofts makes it difficult to access inputs and market products, training or employment options.

Accessing information regarding training opportunities can be challenging for Crofters and smallholders located in remote location and often time poor due to their pluriactive lifestyle. Using gamification techniques the DigiCroft will bring together information from training providers using signposting to direct viewers to external websites and giving equal access to all. The digital tool can be accessed without need for registration and without associated costs.

DigiCroft uses gaming technology to create a simulated interactive crofting township. The environment has been developed to represent a generic crofting landscape where the land is poor, remote, the grazing is rough, few fences are used and trees are sparse or limited to planted woodland areas. Viewers are able to locate signposts to available resources by navigating the environment using standard gaming keys and a mouse. To provide quick navigation (and further entertainment) the site quad bike can be used.

Living Lab

Scottish Crofting LL

Use case statement

To provide information on training opportunities on one platform (signposting) using gamification techniques to engage and entertain viewers

Key Digital Technologies and Actors

Simulated gaming environment designed to represent a generic Scottish Crofting township, navigable and providing links to signpost viewers to external sites

Actors: Crofters, small holders, stakeholders, SMEs, training providers

Keywords

Crofting; Gamification; training; digital tool, DigiCroft

More info: [Scottish Living Lab](#)

