

Gamers4Nature

Project identification number:2020-1-PT01-KA201-078789

Projekt duration: 2020-2022

With this project we want to bring together different stakeholders (upper-secondary schools' teachers, students and environmental NGOs) to identify local environmental threats, to develop educational resources and digital games able to transmit to information about the importance to preserve local biodiversity and to adopt a pro-environmental behaviour. The main focus will be the development of innovative approaches to environmental education, through the implementation of actions that combine physical and digital nature-connection activities. The focus of these activities will be to stimulate young people to interact with nature through activities not mediated by technology.

AIMS

The specific objectives of the "Gamers4Naure – Reconnecting with Nature Through the Creation of Digital Games" project are:

- to raise young student's awareness on the importance of environmental and biodiversity preservation, through the creation of digital games;
- to provide opportunities of co-learning and knowledge share based on experiential learning in outdoor settings, through the organization of "reconnecting with nature" events;
- to provide opportunities for the development of computational thinking and communication skills;
- to disseminate and encourage participation of young students in EU coding events (such as the EU Code Week);
- to organize a global game design competition, where teams from different countries will be challenged to develop a game addressing a local and/or a global environmental threat and to inspire participants to adopt more sustainable practices, to understand local problems and global threats to biodiversity preservations and to take action towards a more sustainable and more conscious environmental behaviour.

WORK PROCESS

Learning, teaching, training activities	Date of activity	Organization responsible for organizing and leading the activity.
C1 Introducing G4N toolkit to teaching staff	04-2021	Péter András Gimnázium és Kollégium
C2 Follow-up G4N toolkit cards set produced by teaching staff	07-2021	Agrupamento de Escolas Emído Garcia
C3 Using G4N toolkit by students	10-2021	Associao Bioliving
C4 Best game presentation	05-2022	IES Pedro Jiménez Montoya

Multiplier event	Date of event	Organization responsible for organizing and leading the event.
E1 Game Jam (Bragança, Portugália)	06-2022	Agrupamento de Escolas Emídio Garcia
E2 Game Jam (Baza, Spanyolország)	06-2022	IES Pedro Jiménez Montoya
E3 Game Jam (Szeghalom, Hungary)	06-2022	Péter András Gimnázium és Kollégium
E4 Game Jam (Louisburg, Írország)	06-2022	Sancta Maria College
E5 G4N Mission Earth Final Conference	07-2022	Universidade de Aveiro
E6 Games and Learning Alliance conference 2020 Workshop	12-2020	Serious Games Society
E7 Games and Learning Alliance conference 2021 Workshop	12-2021	Serious Games Society

Transnational Projects Meetings	Date of meeting	Country
First partners meeting	11-2020	Ireland
Second following partners meeting	04-2021	Hungary (online event)
Canceled event: Third following partners meeting	-	-
Fourth following partners meeting	10-2021	Portugal
Fifth following partners meeting	05-2022	Spain
Sixth and final partners meeting	07-2022	Portugal

EXPECTED RESULTS

- Learning how to create a game's narrative using G4N toolkit to game design.
- Developing educational resources addressing local biodiversity.
- Local biodiversity cards sets will be developed by teachers, in their home countries, along the period comprised between the 1st and the 2nd LT&TA (about 2 months).
- During the game design sessions that will take place in the partners countries' schools, a minimum of 24 playable digital games addressing nature preservation and local biodiversity-related topic will be developed by teaching staff and students along the period comprised between the 2nd and the 3rd LT&TA (about 5 months).
- All games will be available for download and play in the project's online platform.
- The best game created in each partner's school (4 games) will be introduced by the ones who created it.
- A policy paper will be developed, directed to public bodies and relevant stakeholders promoting the implementation of reconnecting with nature strategies, stating the „dos” and „don'ts”, the „best practice” and the „lessons learned” throughout the project.