



EvoQuest



Computer Class Role Playing Game

- INTERACTIVE, using SMARTPHONES and TABLETS;
- MULTI-DISCIPLINARY,
- MULTILINGUAL, compatible with CLIL methodology;
- INCLUSIVE, accessible design creates an inclusive Educational Environment.

www.evoquest.eu

www.maraffi.net

EvoQuest: a Computer Class Role Playing Game

The proposed teaching experience has been successfully tested as part of a research project of PhD in “***Teaching and Learning Processes in Science Education***”, at *School of Advanced Studies*, University of Camerino, using an innovative new educational technology, *Learning on Gaming*.

Technical characteristics:

- ★ Speaking voice
- ★ Music and sounds effects
- ★ Video and visual effects
- ★ Multilanguage
- ★ Hands-on activities
- ★ Automatic feedback
- ★ Digital storytelling
- ★ Skills assessments
- ★ CLIL compliance
- ★ Internet connection independent

Interdisciplinary objectives:

- ❖ Learn to decode oral and written informations;
- ❖ Learn to decode and to take different disciplinary information from teaching videos;
- ❖ Consolidating basic knowledges and skills in several disciplines.

Key Competences:

- ❖ Learning to learn;
- ❖ Communication in the mother tongue;
- ❖ Communication in foreign languages;
- ❖ Digital competence;
- ❖ Science and technology competences;
- ❖ Social and civic competences;
- ❖ Sense of initiative and entrepreneurship;
- ❖ Cultural awareness and expression.

Equipments:

- LIM or other projector;
- PC
- Students smartphones or tablets, or personal computers.

Activities duration:

- ◆ 20 - 90 minutes.

More information:

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Demo:

www.evoquest.eu

Actual adventures:

▶ GeoQuest Phlaeagraean Fields

▶ GeoQuest Vesuvius

▶ SoilQuest

▶ CrimeQuest

▶ GeoQuest Hawaii

▶ GeoQuest Iceland

▶ MedioEvoQuest

▶ AstroQuest