

GEOQUEST VESUVIUS

AN INTERDISCIPLINARY ROLE PLAYING GAME

Sabina Maraffi - School of Science and Technology - University of Camerino, Italy - sabina.maraffi@unicam.it, +393476974232, www.maraffi.eu
Alessandra Scamardella - LSG.Galilei, Napoli - Italy - ale.scamardella@alice.it, +393387423683

Introduction

GeoQuest Vesuvius is a class interactive role-playing computer game which goal is to teach Earth Science. The aim of this work is to use the latest ICT techniques to create innovative educational products.

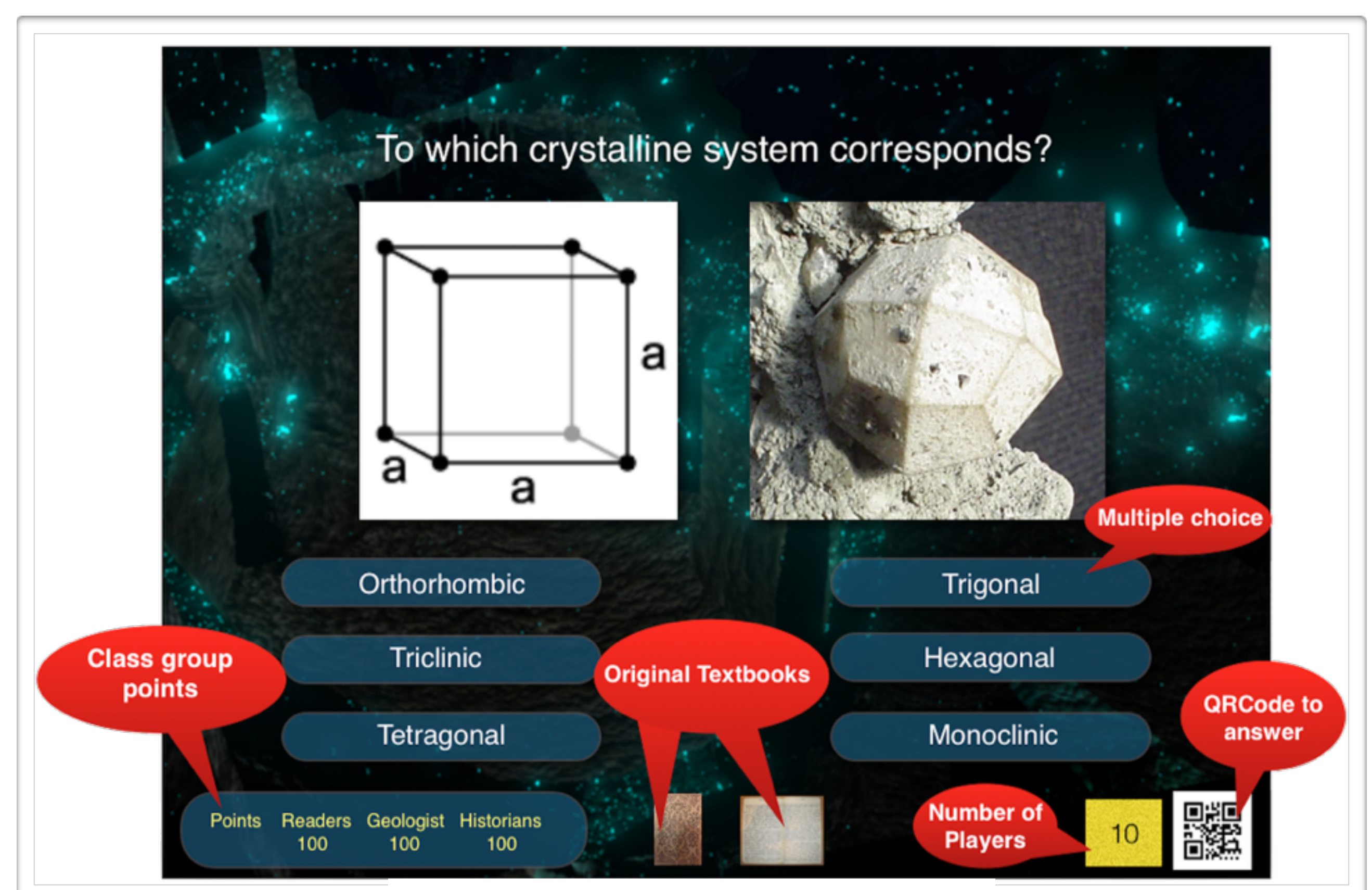


Questions

Players respond individually with their smartphones or tablets, the system proceeds according to the criterion of the majority.



The splendor and the destruction of Pompeii related by Pliny, Goethe, Dumas, Dickens, Leopardi



Interface example



Caco demon, by Franco Gentilini
Myth and Earth Science through contemporary art

Latin and
Ancient Italian
texts

Multi-language

English and french versions
with texts of Sir W. Hamilton
(1730-1803)

Volcanology explained
through mineralogy and
petrography

Interdisciplinary

Historical, mythological and
literary aspects through
appropriate textual
references.

Conclusions

Roleplaying helps students to reach their goals easily through cooperation. Through role play, students have to explore the virtual environment to go on, explain in a scientifically rigorous way the results of their explorations, stimulating independent research on the context studied.