



# Remote Educational Gaming for Geoscience



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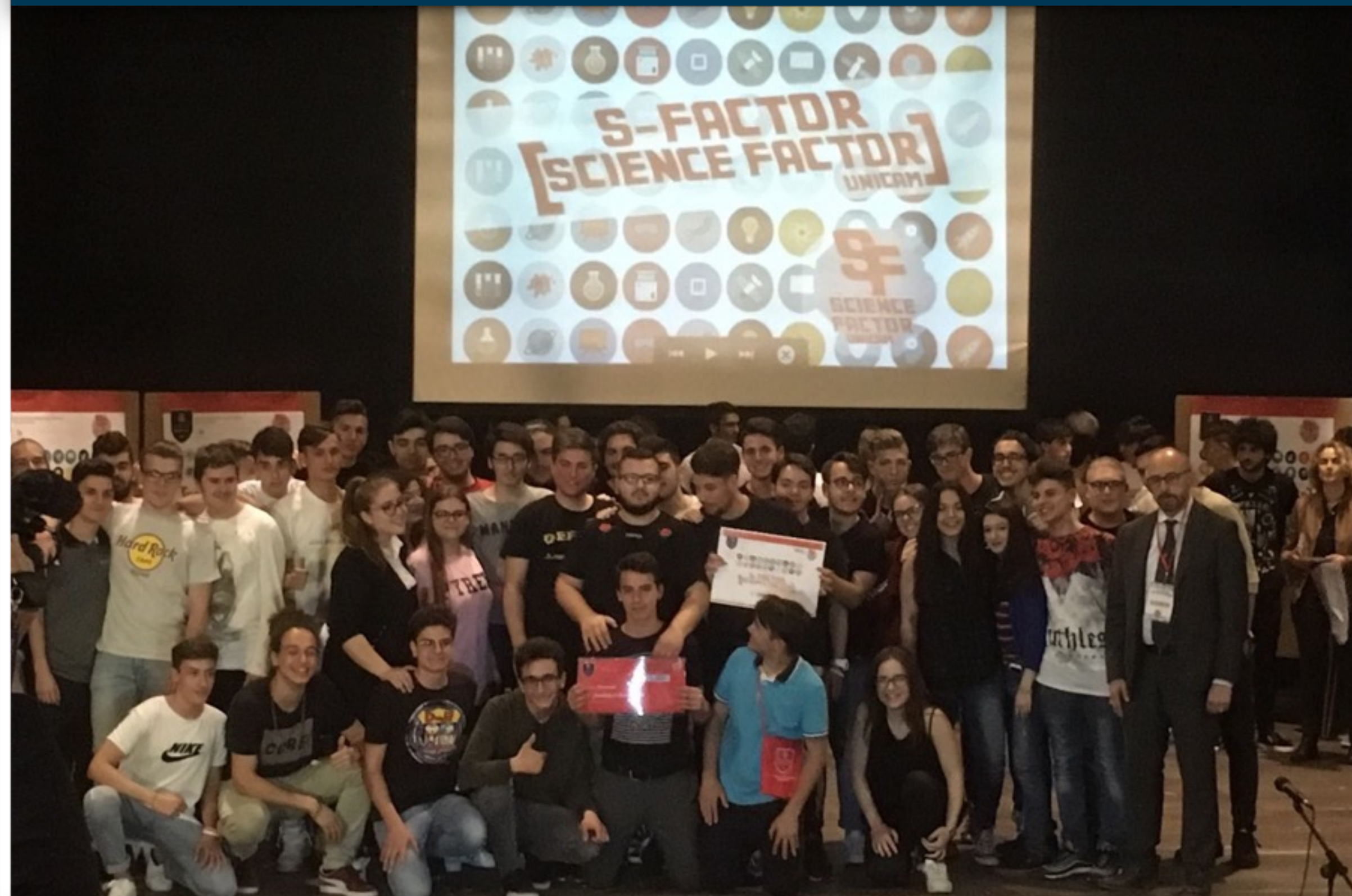
GeoQuest is a digital classroom game that creates an innovative learning environment, which gets the full involvement of the players, in cooperative learning and in interactive mode.

The project attracted the interest of Science on Stage Europe, which sponsored a Joint Project between Italy and Iceland.



At the moment, GeoQuest has 8 adventure pathways, 7 of which focus on Earth Sciences in an interdisciplinary and multilingual key.

Each school has created a path designed and written entirely by the students, who created the subject, the storytelling, the script, the illustrative materials of various kinds, the music etc.



Italian students won the Contest "Science Factor Carriers for Science Communication", organized by the University of Camerino, Italy

The final event of the GeoQuest Project took place in Città della Scienza, Naples. The Neapolitan students, from Città della Scienza, played at AstroQuest and MedioEvoQuest, with the students from the Marche region and with Icelandic students, connected via web.

Experience outcomes:

1. Socialisation of the experience with the companions
2. Storytelling is the best way to pass on, memorize and learn.
3. Education at the correct use of ICT .
4. Knowledge and acceptance of different cultures



[www.evoquest.eu](http://www.evoquest.eu)

[www.maraffi.net](http://www.maraffi.net)

