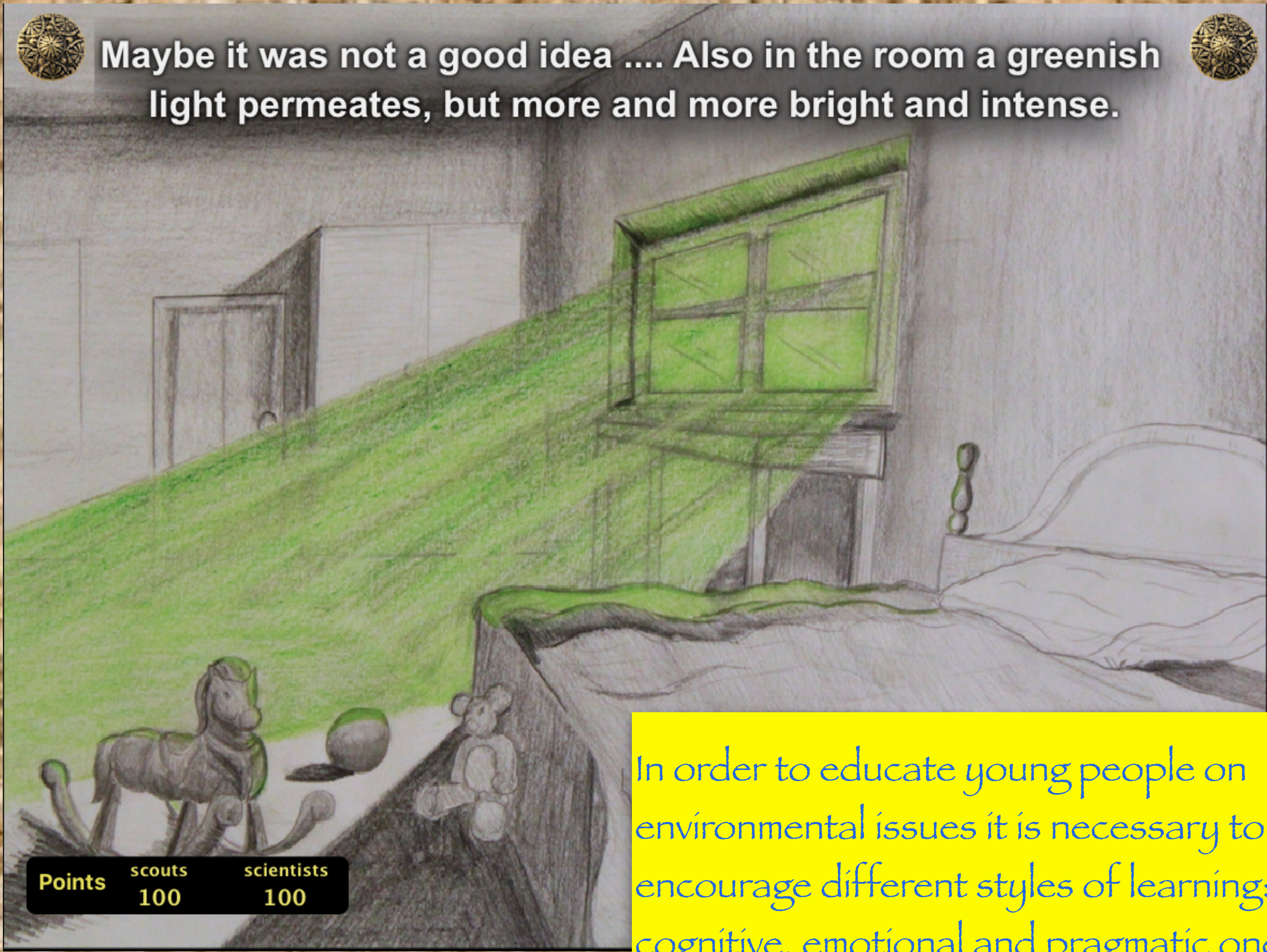




SOILQUEST

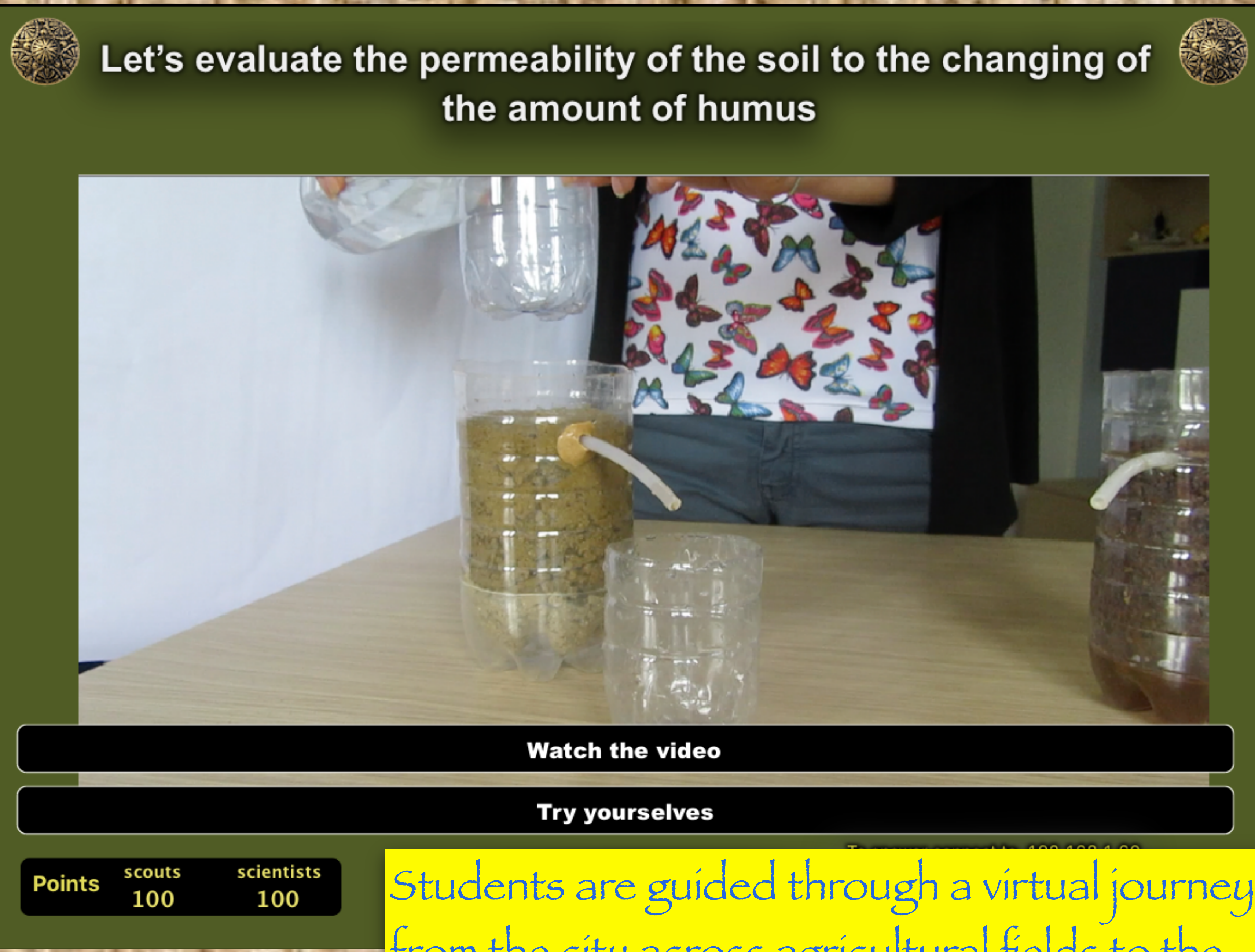
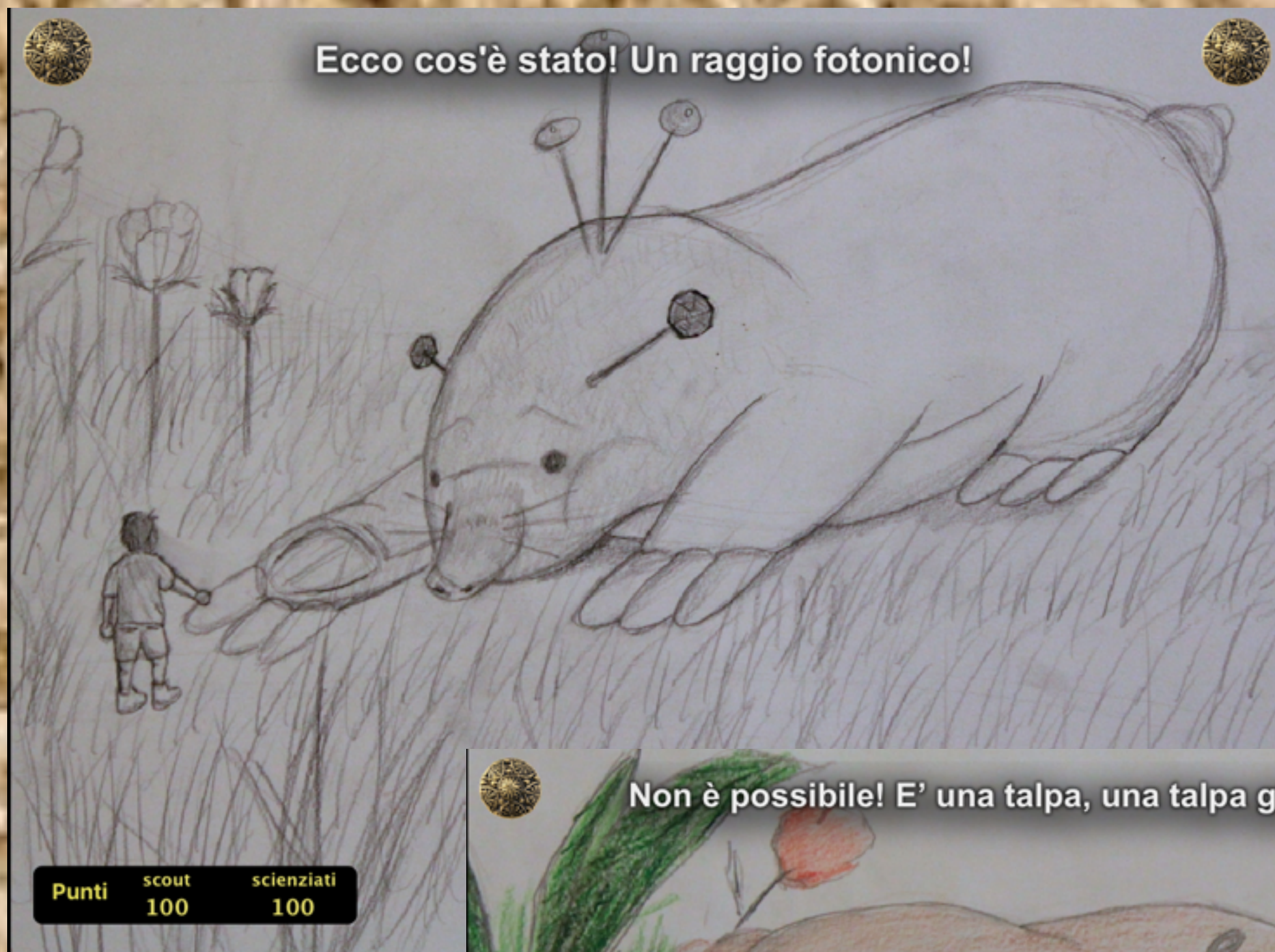
A COMPUTER CLASS ROLE PLAYING GAME

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In order to educate young people on environmental issues it is necessary to encourage different styles of learning: cognitive, emotional and pragmatic one through the 3H Head, Heart and Hands.

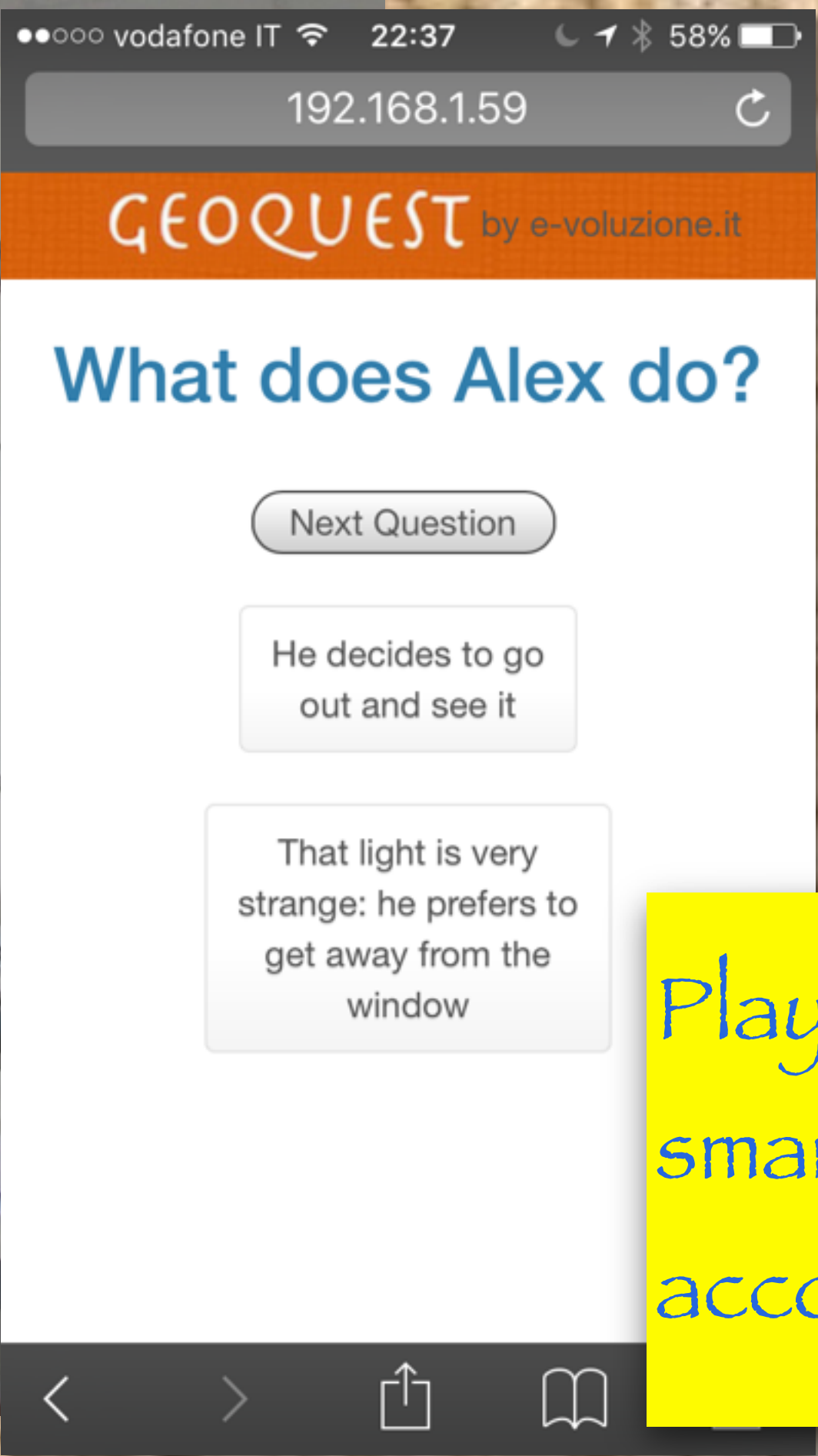
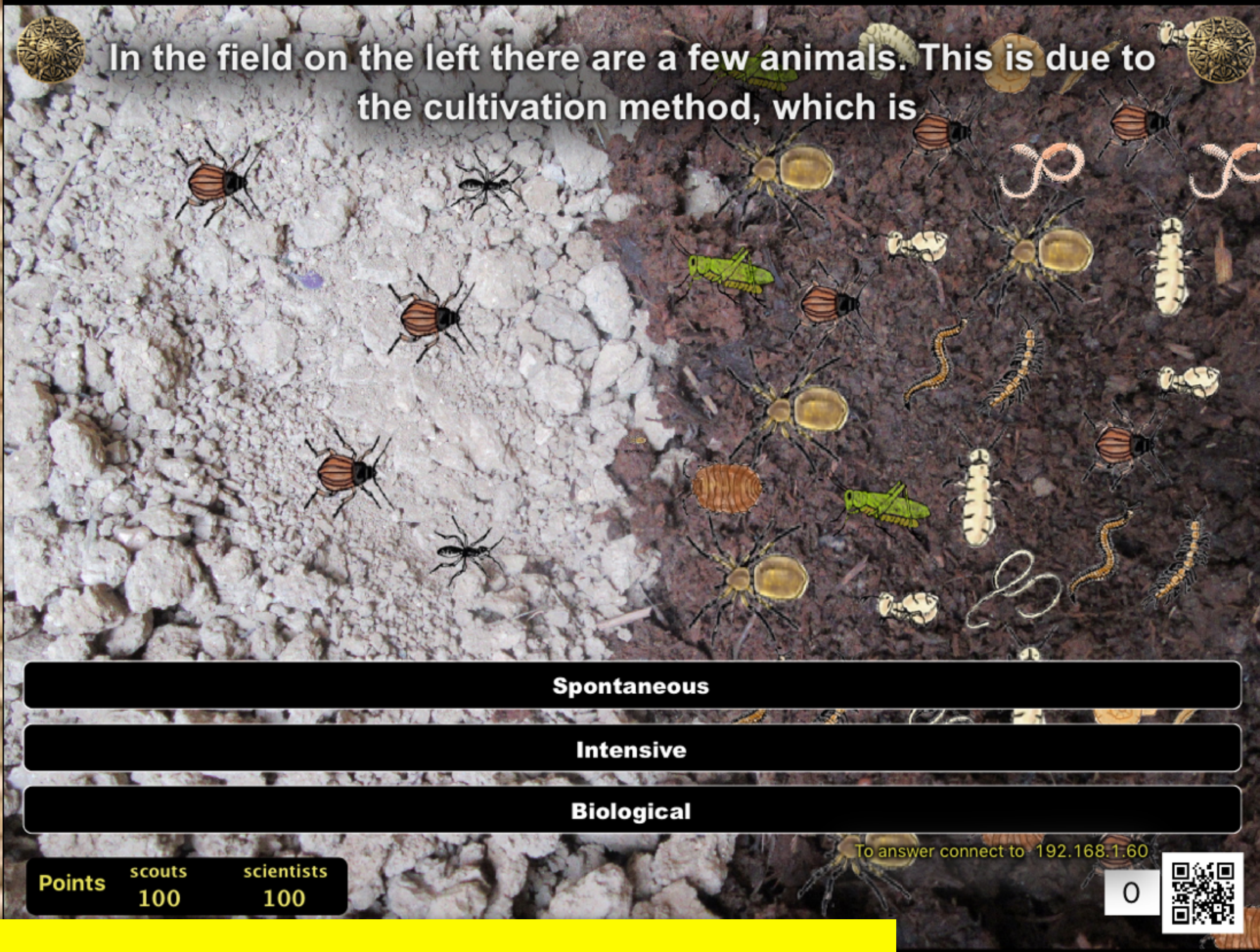
SoilQuest is a Computer Class Role Playing Game, based on soil, and specific for children 9-14 aged.



Students are guided through a virtual journey from the city across agricultural fields to the woodland. In the role game progression pupils, guided by questions and simple experiments, learn the different crossed soils characteristics.



- * Engaging
- * Hands-on activities or Video
- * Multilanguage
- * Interaction with personal devices



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

www.evoquest.eu

