

GeoQuest Project

Computer Class Role Playing Game



Learning on Gaming

Our "Learning on Gaming" is a different approach: you learn "while" you play. The game hides the didactic inside an adventure game.

Computer Class Game; INTERACTIVE, using SMARTPHONES and TABLETS; not require internet connection; MULTI-DISCIPLINARY, combining Sciences, Literature, Art, Physics, Astronomy, History, Myth and more; MULTILINGUAL, compatible with CLIL methodology; INCLUSIVE, presenting compensatory instruments; Education realised with the latest ICT.

1

MULTI-LANGUAGE

(CLIL compliance)

2

INTERDISCIPLINARITY

between sciences and humanities

3

INCLUSIVE

Our Game has compensative measures for Special educational Needs



GeoQuest Vesuvius

Earth Sciences, Literature, Greek and Latin texts, Arts, Myth.



GeoQuest Phlaegraean Fields

Volcanology, Mineralogy, Literature, History, Arts, Myth.



SoilQuest

Earth Sciences, Environmental Education, Hands-on Activities.

To get further information

Some bibliographical contributions of the authors

Sacerdoti F.M. & Maraffi. S., "EVO-RPGE an Interactive Role Playing engine" ICELT - The International Congress on Education, Innovation and Learning Technologies, Granada, 2015. ISBN: 978-84-944311-3-5. Edited by: ScienceKNOW Conferences C.B. September 2015, p.148.

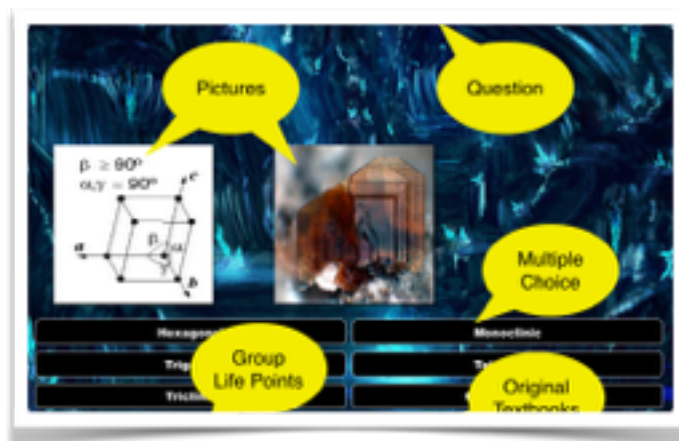
Maraffi S., Sacerdoti F.M., Scamardella A., "GeoQuest VESUVIUS a Class Role Playing Game", 2016 Hawaii University International Conferences on Science, Technology & Engineering, Arts, Mathematics and Education (STEAM), Honolulu, Hawaii, USA, 10 - 12 June 2016. ISSN 21629188 CD ROM, ISSN 2162917X ONLINE.

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Technics Characteristics

- ◆ Speaking voice in about 30 different languages;
- ◆ Sounds effects, Musics, Videos;
- ◆ Possibility to choose a role in the game, for best feedback results;
- ◆ Game system records students answers and proceeds according to majority criterion;
- ◆ the interaction between players and the central computer is via their smartphones, tablets, or laptops.

EVOQUEST ENGINE

The adventures are realised with EvoQuest, an innovative software which realise a Role-Play Engine (EvoRPGE) to be held in the classroom. The software interface is visible to the entire group of students through use of Projector or WIB and the interaction between players and software is with their own smartphones, tablets, or laptops.

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