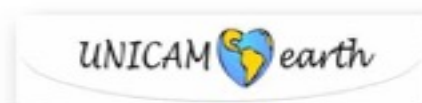


SoilQuest



Computer Class Role Playing 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.

www.evoquest.eu

www.maraffi.net

SoilQuest: 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 Earth Sciences**”, at *School of Science and Technology*, University of Camerino, using an innovative new educational technology, *Learning on Gaming*.

Technical characteristics:

- ★ Speaking voice
- ★ Music and sounds effects
- ★ Video
- ★ Visual effects
- ★ Internet connection independent
- ★ Multilanguage
- ★ CLIL compliance
- ★ Special Educational Needs compatible
- ★ Hands-on activities
- ★ Skills assessments

Interdisciplinary objectives:

- ❖ Learn to decode oral and written informations;
- ❖ Learn to decode and to take different disciplinary information from literary texts.

Key Competences:

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

Activity duration:

- ◆ 60 minutes.

Equipments:

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

More information:

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Demo:

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