

GEOQUEST

AN INTERACTIVE ROLE PLAYING GAME



Sabina Maraffi sabina@maraffi.net
 Lyceum A.Labriola
Francesco M. Sacerdoti francesco@sacerdoti.net
 e-voluzione srl
Alessandra Scamardella alessandra@alice.it
 Lyceum G.Galilei
 Naples, Italy

Introduction

The acquisition of knowledge and enhancing skills at actual time requires different approaches, involving students as much as possible, taking advantage of informal learning strengths and opportunities of formal learning. This role-playing game avoids the single player games' loneliness, with a full cooperation among the students groups: playing games is a perfect vehicle for student's participation.

The GeoQuest project consists of an interactive role-playing game to teach Mineralogy, Geology, History and Myth of a specific territory.

Loneliness



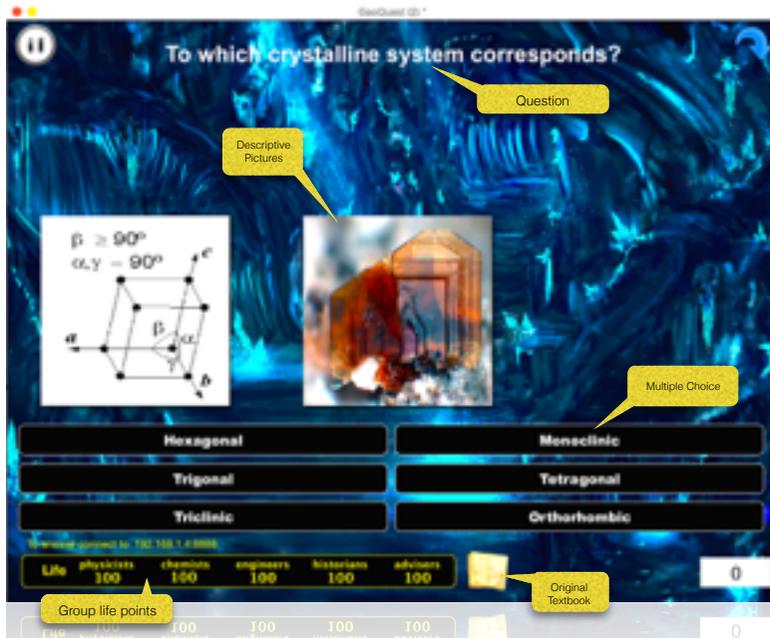
Cooperation



Roles

The students is divided into several categories to show the necessity to have several people working together to reach a complex goal. This helps too to have a greater participation of students giving them a "role" in the game.

The categories are:
physicist to study the dynamics of geological forces
chemists to study the internal characteristics of stones
technicians to apply techniques
historians to study the mythology of the territory
disseminators to diffuse the acquired knowledge



In order to involve all students we use a patented system: the **Teaching Projector**. This system allows the interaction of the class group through the use of smartphones and tablets. Students can answer all questions directly from their mobiles and tablets. The system shows in real-time the statistics and the game progress to the whole class.

Narrator

Music & Sound FX

Multi-language

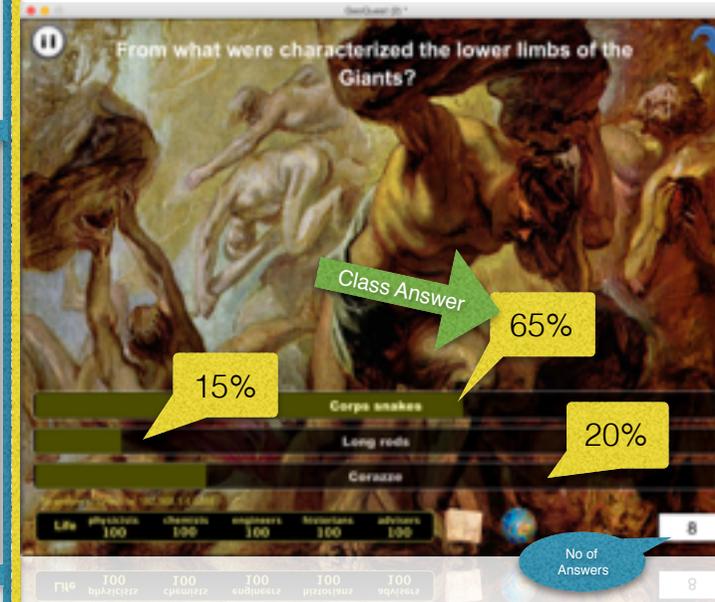
Tests & Questions

Recited classical texts

Friendly Interface

Multidisciplinarity

User Friendly Interface



Teaching Projector

Conclusions

The game merges interactivity, cooperation and gaming, enhancing class participation and student comprehension. The system can be easily adapted to different scenarios and it is multi-language in order to be adopted all over the world. The game's features are also ideal for a personalized teaching to be used as compensatory measures for a full inclusion of Special Education Needs (SEN) students, saving the cooperative learning.

Upcoming releases:

GeoQuest Vesuvius, **GeoQuest Etna**, **GeoQuest Giant' Causeway**, with characters of Norse mythology.