



# VALUQUEST

## A ROLE PLAYING GAME FOR SKILLS ASSESSMENT

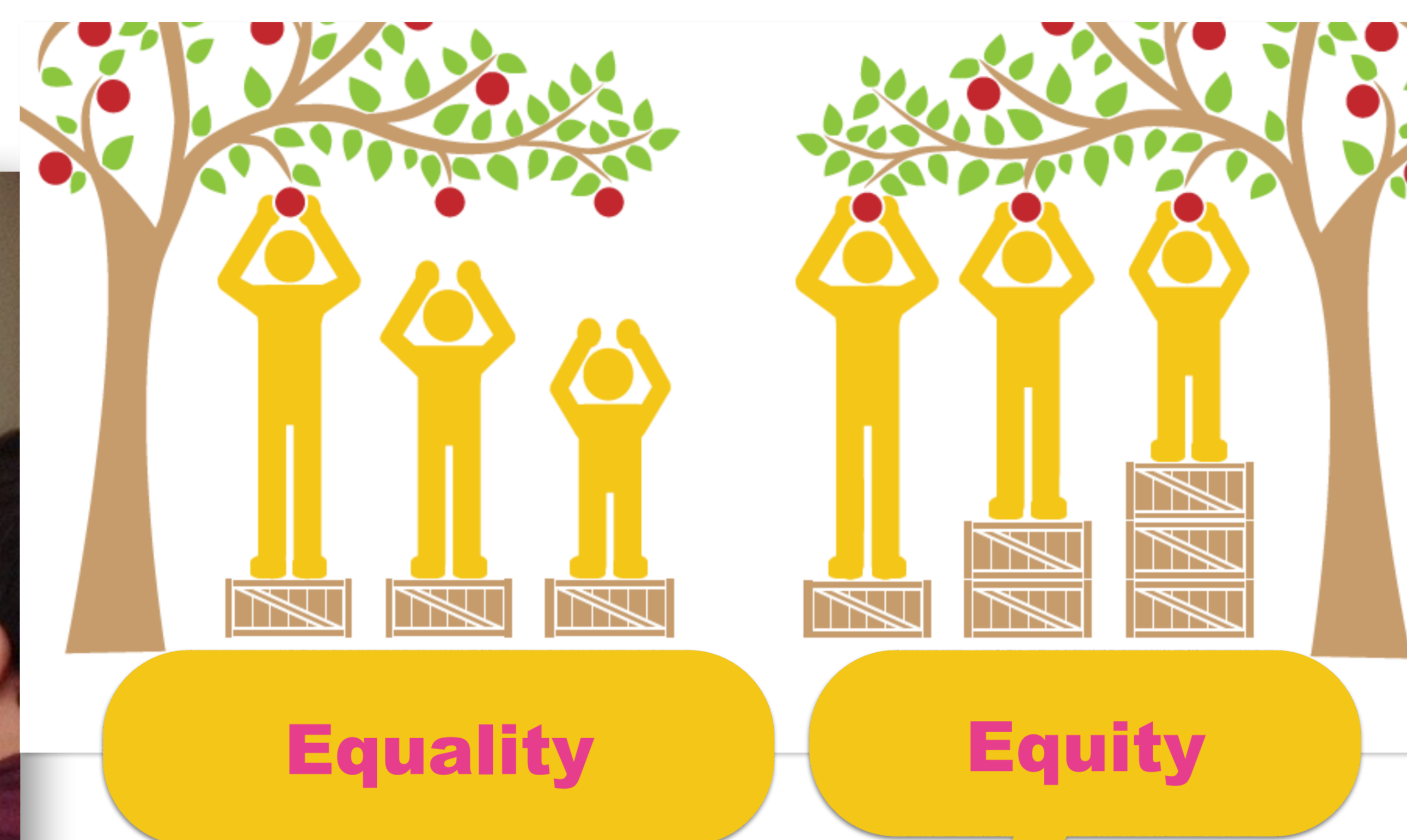
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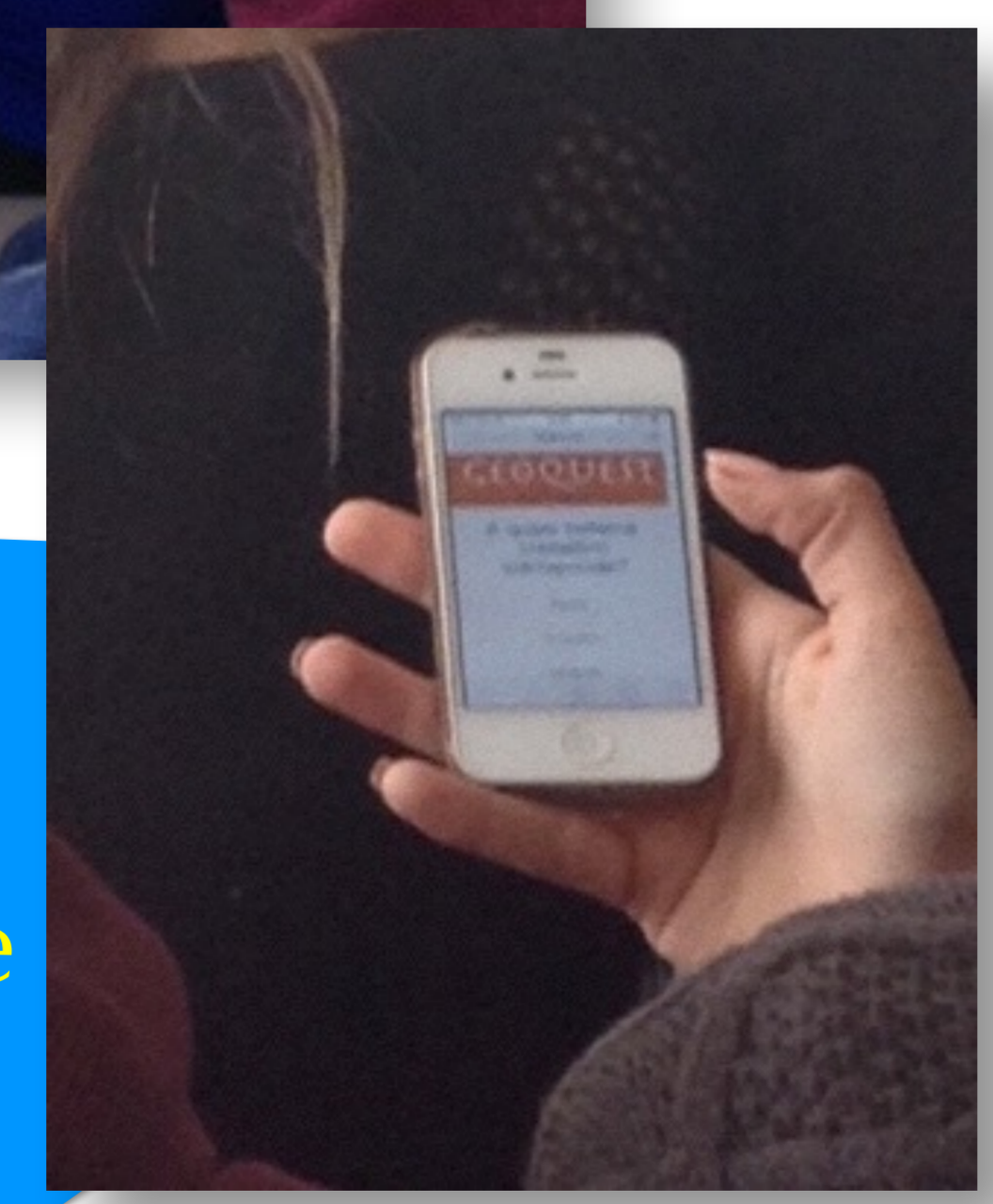


### Introduction

Our goal is to create an innovative methodology based on the game, that enhances the interdisciplinarity, the informations retrieving and their decoding, for all levels of school. In the obligatory school levels, like in the longline learning, the game is an essential element and activity for the development of everybody's personality, especially in the perspective of learning to learn (Key Skills).



The graphic contents, the use of different communication codes (visual and audio) and the structure of questions are ideal for a personalised didactic



In computer game there is an automatic feedback: after the error the players will go on without any consequence, on the contrary, having learned something.

### Questions

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

To which crystalline system corresponds?

Class group points

Original Textbooks

Points Readers Geologist Historians  
100 100 100

Number of Players 10

QRCode to answer

Interface example

### Conclusions

- The use of our Computer Class Role Playing Game let to:
- \* ask students to recover their previous knowledge;
  - \* encourage the use of complex cognitive processes;
  - \* be inserted into meaningful and real contexts;
  - \* stimulate students' interest;
  - \* be open to solving different paths;
  - \* challenge students' the ability.