



Presentation of the Multimédia Game "Geolover" Concept, to Educational Enhancement of the Geological Heritage of the Following Regions: "Ilha do Fogo" (Cabo-Verde), Seridó (Brasil), Sabugal (Portugal) and Açores (Portugal)

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"Geolover" – Presentation of the multimédia game concept, to educational enhancement of the geological heritage of the following regions: : "Ilha do Fogo" (Cabo-Verde), Seridó (Brasil), Sabugal and Açores (Portugal).

"Geolover" is a multitouch game, played by four players simultaneously, identified by 4 mascots and using as sceneries, the four regions landscapes, aimed to the young people with ages between 8 and 12 years old. The main objective is value the geological heritage of the Ilha do Fogo (Cabo Verde), Seridó in State of Rio Grande do Norte (Brasil) , Sabugal in Beira Alta province (Portugal) and Arquipélago dos Açores (Portuguese autonomous region). These regions have a great geological heritage like volcanology, plutonic rocks, sedimentar formations, metamorphic, paleontologic, mineralogic, geomorphologic, hydric and mining resources. Such heritage is being used in the different regions has base of studies to senior scientists and were used to great scientific researches. The diversified and distinguished cultural heritage of these four regions is referenced and it's a value to the union of the students from these three continents, with the Portuguese language as communication tool.

The variety of the geological wealth and cultural of these regions, results in the common objective of their valuing like Geoparks. His creation on these three regions is a strategy with a great relevance to the socio-economic development. With the creation of this game, we promote the union of these 3 countries from these three continents, the universal values of the heritage richness that are offered by our planet.