Treasure hunt of mineral resources: a serious game in a virtual world

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This posterdescribes a geoscience activities on mineral resources for students of 14-18 years old. The activities are created as a treasure hunt of mineral resources, students must pass test and solve questions, search mineral in different environments: near a volcanos, in the river, in a lake, in a cave, under the sea and on a mountain.

The activity is created using a virtual environment a virtual world built with a software, Opensim, a opensource software.

In this virtual world every student as avatar, a virtual rapresentation of himself, search information, objects, mineral as in a serious game, a digital serious game.

In the serious game buit as a treasure hunt, students interact with environment in a learning by doing, and they interact with other students in a cooperative learning and a collaborative environment.

In the hunt there is a challenge that student must overcome: understanding what is a mineral resource

collecting data on mineral analyzing environments where they are created so the students can improve motivation and learn, and improve scientific skills.