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VISUAL GEOGAME: if you can draw it, you can learn it

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One of the primary activity of the Istituto Nazionale di Geofisica e Vulcanologia (INGV) is the production of resources concerning educational and outreach projects in geophysics and natural hazard topics. This activity is aimed at transferring, periodically, results at the forefront of ongoing research to the public through an intense and comprehensive plan for scientific dissemination. Over the past few years, much attention has also been devoted to the production of scientific games or edu-games, which is an efficient combination of educational content and playful communicative aspects, designed with the aim of letting children and youngsters learn while having fun. It has been demonstrated, in fact, that learning through games and, in this case, through drawing stimulates further contacts in the brain and is therefore simpler for both people with disabilities but also for those without.

In the last two years we presented two games (Escape Volcano and GeoTrivial) and, in light of the achieved success, we decided to propose a new game: VISUAL GEOGAME. Is a revisited Visual game based on earth sciences considered in its entirety (i.e. geology, seismology, volcanology, space earth etc.etc.)

The main purpose was to create a game which might be specifically dedicated to students requiring learning support: hence the choice of the Visual Game. Scholastic inclusion is very important especially in this period during which the use of technology overrides human contact. The drawing is a quick learning method and, above all the team games are essential for inclusion of people with disabilities.

The game is very simple: participants are divided into teams of at least 2 people for a maximum of 4 teams. Tokens are placed face down on the billboard and each has a different score signed on.

Each team must choose a marker and place it into starting box. They draw a card from the deck and on the basis of the category represented on the card they have to draw it. There are 3 categories: 1) glossary (move 1 position); 2) tools of the trade (move 2 position); 3) places (move 3 position). If the team guess the draw, they will move as much as is the category score and keep the token.

Moreover, on the billboard there are bonus boxes. If the team fall in one of it they have to draw an action. If they guess they can decide to back an opponent team of their choice.

IF YOU CAN DRAW IT, YOU CAN LEARN IT!!

