Application for the Development of a Green and Smart City

Newsletter 2 [February 2023]

PROJECT HIGHLIGHTS

- Game design of the Cities Going Green App
- Transnational meeting in Estonia, organized by Tallinn University on the 23rd and 24th January 2023

Cities Going Green – At a glance...

Environmental sustainability is constantly under threat. One of the most effective ways to address this threat, is to teach the importance of an active stance toward environmental protection to children at a young age.

The aim of the Cities Going Green project is to raise awareness on environmental protection to pupils at the ages of 10-12, through environmental education, STEM education and gamification. Education is a fundamental tool when it comes to the fight against climate change. Knowledge regarding climate change helps young people understand and tackle the consequences of global warming and encourages behavioral change.

Through the project, pupils will learn more about circular economy, as well as practices and tools that can promote the protection of natural resources and ecosystems. Cities Going Green aims to bring together environmental education on the importance of being green, and demonstrating sincere interest in the environment. In addition, the value of gamification and STEM education as educational tools is signified.

The project aims at the development of a gaming app, available for PC/laptops and mobile devices, where pupils will have the opportunity to build their own “Green Cities”.

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The main project objectives are:

1. To cultivate environmental consciousness to pupils, along with other transversal skills and competences.
2. To develop a theoretical framework upon which the cultivation of environmental consciousness to primary school pupils of age 10-12 will be based.
3. To engage pupils with STEM education and to develop key skills of pupils through STEM.
4. To design a state-of-the-art game that will combine Environmental Education, Gamification and STEM Education.
5. To develop an assessment tool that will be used prior and after the game to measure the skills gained through the game regarding the environmental consciousness.

The main project outputs will be the following:

1. Aggregate Report on Desk Research and Field Research (Focus Groups) on Green Practices
2. Theoretical Framework of the "Cities Going Green" App
3. Learning Outcomes for each Level of the "Cities Going Green" App
4. Game Design: Composition of Building Blocks, Topics, Decision Points, Rules and Points System
5. "Cities Going Green" App

2nd Transnational Meeting in Tallinn, Estonia

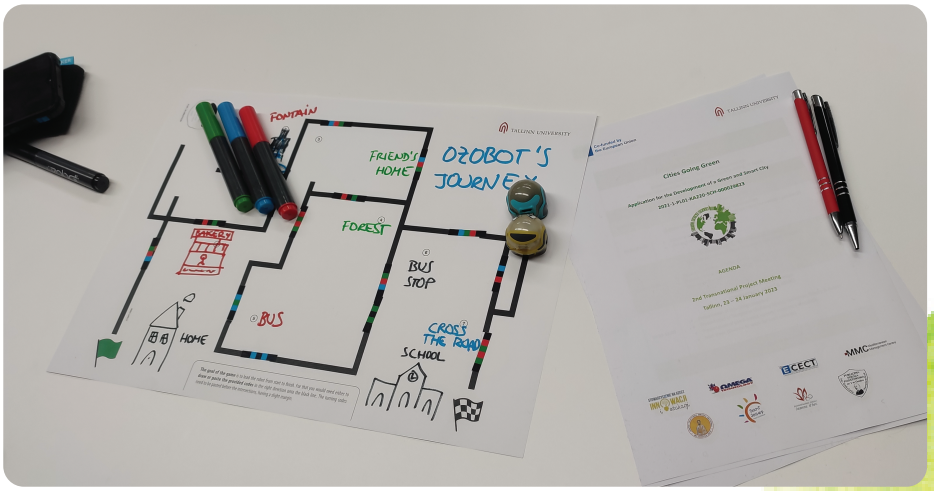
Activities in progress

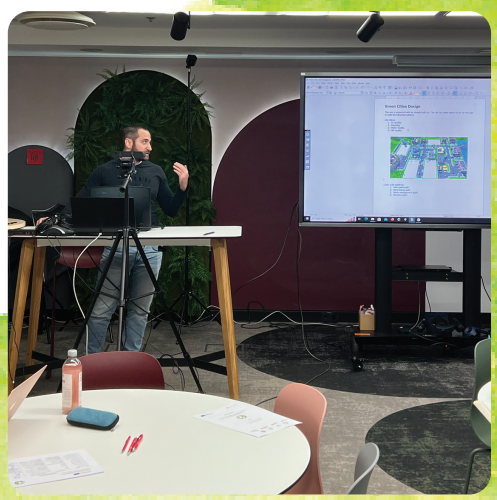
The Cities Going Green partnership proceeds to the implementation of new activities for the development of the Cities Going Green App! The previous activities led to the development of the theoretical framework of the application, including the learning outcomes for each difficulty level of the game. The next set of activities of Cities Going Green aim to the finalization of the game design. The project partners have already developed a set of templates, related to the four basic categories of elements for the game:

1) The building blocks of the game
2) Possible decisions to be made by the users
3) Theory of the gamification elements
4) The rules of the game

As a next step, the partners with the knowledge and expertise in the development of games and applications, OMEGATECH (Greece) and ECECT (Cyprus) offered their input regarding some significant aspects of the game and presented a proposal for the gameplay of the application. In addition, based on the research which was conducted throughout the first Project Result, a list of possible elements to be integrated in the Cities Going Green App was developed. Based on the research and the recommendations of the IT-experts of the consortium, the aforementioned template documents were filled with information, regarding each possible element of the game. As a result, a pool of gaming elements has been created and next comes the selection of the most appropriate ones for the game. The last activities of the Game Design (Project Result 2) include a workshop for the finalization and translation of the produced materials.

The 2nd Transnational Meeting of Cities Going Green in snowy Tallinn was a great opportunity for the partners of the project to meet in person once again, discuss pending tasks and work on the new activities of the project. In addition, the meeting included some very interesting workshops on the application of STEAM education and the utilization of robotics. The meeting was facilitated by our partner, the Tallinn University, on the 23rd and 24th January.





Next steps...

After the finalization of the Game Design activities, the last important set of activities are related to the development of the actual application, namely the Cities Going Green App! The partnership will utilize all of the already-produced materials as a foundation for the creation of the game! The final version of the game will be determined by the feedback of teachers and the end users of the application, that is pupils of age 10-12 years.

The next Transnational Meeting of the Cities Going Green project will take place in Athens, Greece in May.

Coordinator:

innowacji i edukacji, Poland
Website: https://innowacja-edukacja.eu/
Email: innnowacja.edukacja@onet.pl
Tel: +48 607220764

Website: https://citiesgoinggreen.projectsgallery.eu/

Partners:

MMC Management Centre (Cypus): christiana@mmclearningsolutions.com
Apostolos Varnavas Primary School (Cyprus): dim-ap-varnavaslef@schools.ac.cy
European Centre for Emerging Competencies and Technologies (Cyprus): contactus@ecect.eu
Tallinn University (Estonia): tlu@tlu.ee
Ellinogalliki Scholi Jeanne D'Arc (Greece): info@ellinogalliki.gr
OMEGATECH (Greece): info@omegatech.gr
Publiczna Szkoa Podstawowa Nr 1 w Grójcu (Poland): pspnr1@grojecmiasto.pl
Escola Sant Josep (Spain): info@escolasantjosep.com

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