

ENVIRONMENTAL EDUCATION WITH LOCATION BASED GAMES: THE INVOLEN METHODOLOGY IN TUSCANY

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Abstract

Nowadays kids are incredibly familiar and skilled to use Information and Communication Technologies (ICT) like computers and mobile devices. Among the technological tools available for didactic purposes, a platform for developing Location Based Games for mobile devices has been tested for didactic purposes. The I.C. Sacchetti in San Miniato, in Tuscany, collaborates with the Institute of Biometeorology – CNR testing the methodology developed in the frame of two European projects, Involen and Raise projects (Erasmus+). The methodology aims to raise environmental awareness in young generations using LBGs (Location Based Games), and more specifically, developing one LBG for a protected area. Students, teachers and facilitators (environmental guides, ICT experts), as part of a team, are committed to follow a learning process focused on nature protection and structured in five steps “1) information and story collection, 2) visit and voluntary activity in the area, 3) other activities based on “Learning In Natural Environment methodology”, 4) game story and storyboard creation, until 5) the creation of a LBG for the local protected area.

The implementation of the former phases in 2016 has evidenced a strong interest of the students in the project itself beside the willingness to raise the local community awareness about the benefits of the protected area close to their town and its needs of nature conservation.

Keywords: learning in natural environment, mobile phones, tablet, LBG platforms, school, games, volunteering