








COMPETITION INVOL

12/01/2015 – 20/01/2015

Opportunity to use a standard method
for education innovation.

Platforms Selection

-  • ARIS
-  • HUNTZZ
-  • Enigmapp
-  • Tourality
-  • QR codes

Creation of game in platform ARIS

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Construction of a Bird Observatory
at Polifitos Lake of Kozani, Greece

The purpose :
introduce and highlight
the importance of the
wetland

Creation of game in platform ARIS

Designing the structure of the game, there are three basic steps to complete the game, which are :

- 1) stage of acquaintance
- 2) stage of construction of the Observatory Bird
- 3) stage of identifying and solving problems

Creation of game in platform ARIS



Problems Encountered



- New platform version during the development
- Needed iPad with iOS 6.1 or later
- Not available on Android operating system
- Not available simulator on desktop PC

Evaluation of participation

The evaluation of the program showed that the benefits obtained for both students and teachers were manifold:

- environmental awareness
- skills in using ICT tools
- location-based mobile games
- intergenerational cooperation
- awareness of the virtues of volunteerism
- collaborative group learning



Participants' Opinions

"My participation in the creation of the game was a very nice experience. In addition to the benefits that we obtained was the use of ICT tools and our awareness on environmental issues. I liked it very much because it was designed by children, for children"

Stamou Alexandra, student of Class B

Participants' Opinions

"I really liked the game. We had a great time because the game was extremely interesting. Also we had interesting moments working together and our cooperation has been in very good atmosphere which lead us to discover and apply the best ideas"

Tsiola Nikoleta, student of Class B

Participators Opinions

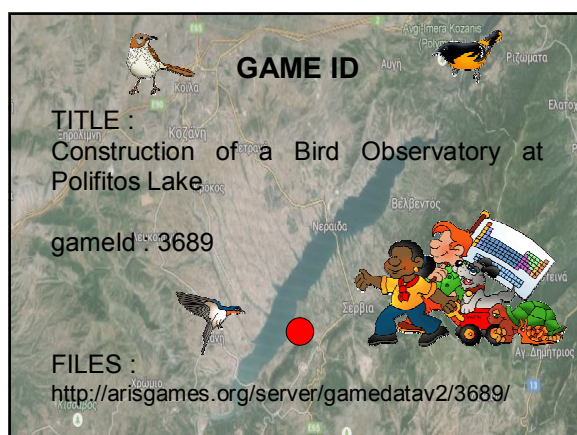
"It was very nice experience, our participation in the creation of the game. It was very nice that we worked together to create the game. We collaborated without great difficulties our ideas and from the beginning we decided as a group, what will be contained in the game. The hardest part was to put into practice the ideas on the platform but we had the full support of our teachers on that"

Trompouki Basileia, student of Class B

Participators Opinions

"It was an original idea. The creation of the game was just a part of the knowledge we gain. Also, brought us closer to our classmates. He taught us the joy of collaboration and the power of synthesis of different views. It was an amazing experience"

Plakoutsis Kathrin, student of B class



Thank you for your attention

Team of Kozani, Greece



HAVE FUN – ENJOY THE GAME