



# EvoQuest



## Computer Class Role Playing Game

- INTERACTIVE, using SMARTPHONES and TABLETS;
- MULTI-DISCIPLINARY,
- MULTILINGUAL, compatible with CLIL methodology;
- INCLUSIVE, accessible design creates an inclusive Educational Environment.

[www.evoquest.eu](http://www.evoquest.eu)

[www.maraffi.net](http://www.maraffi.net)

# EvoQuest: a Computer Class Role Playing Game

The proposed teaching experience has been successfully tested as part of a research project of PhD in “**Teaching and Learning Processes in Science Education**”, at *School of Advanced Studies*, University of Camerino, using an innovative new educational technology, *Learning on Gaming*.

## Technical characteristics:

- ★ Speaking voice
- ★ Music and sounds effects
- ★ Video and visual effects
- ★ Multilanguage
- ★ Hands-on activities
- ★ Automatic feedback
- ★ Digital storytelling
- ★ Skills assessments
- ★ CLIL compliance
- ★ Internet connection independent

## Interdisciplinary objectives:

- ❖ Learn to decode oral and written informations;
- ❖ Learn to decode and to take different disciplinary information from teaching videos;
- ❖ Consolidating basic knowledges and skills in several disciplines.

## Key Competences:

- ❖ Learning to learn;
- ❖ Communication in the mother tongue;
- ❖ Communication in foreign languages;
- ❖ Digital competence;
- ❖ Science and technology competences;
- ❖ Social and civic competences;
- ❖ Sense of initiative and entrepreneurship;
- ❖ Cultural awareness and expression.

## Equipments:

- LIM or other projector;
- PC
- Students smartphones or tablets, or personal computers.

## Activities duration:

- ◆ 20 - 90 minutes.

## More information:

**Prof.ssa Sabina Maraffi**

**Prof. Francesco M. Sacerdoti**

sabina.maraffi@unicam.it

sacerdoti@e-voluzione.it

+393476974232

+393355824909

## Demo:

[www.evoquest.eu](http://www.evoquest.eu)

## Actual adventures:

▶ GeoQuest Phlaegraean Fields

▶ GeoQuest Hawaii

▶ GeoQuest Vesuvius

▶ GeoQuest Iceland

▶ SoilQuest

▶ MedioEvoQuest

▶ CrimeQuest

▶ AstroQuest