



A project about Game Based Learning on Urban Sustainability

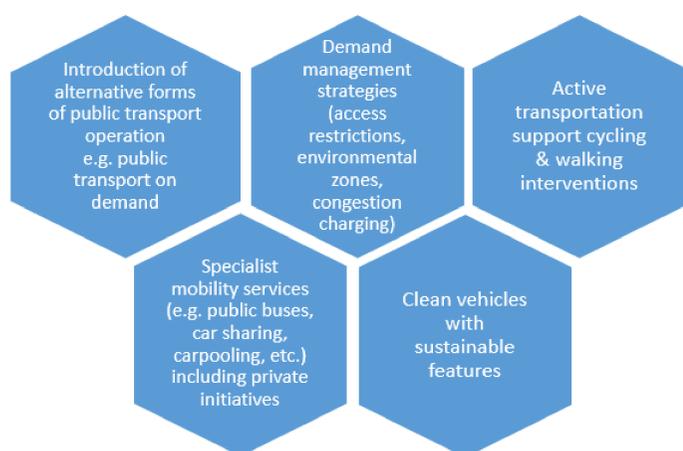
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Abstract: SUSTAIN is an ERASMUS+ project with an innovative perspective on urban transportation. Its target is to promote the importance of sustainability on the everyday problem of urban transportation among the students of higher education, which are the policy makers of tomorrow. In order to achieve its goals, the research team will develop a course that will be based on an interactive game with an analytical style of education. This game will allow students to learn about transportation sustainability and societal metabolism through playing. In addition, the research team will develop small and illustrative simulation models, which will make the definitions more concrete and allow students to experiment in a consequence-free environment.

INTRODUCTION

Traffic issues in cities create considerable problems, and as the years are passing by and the population grows in every big city, the number of vehicles also increases. Thus, creating a plan for sustainable solutions to the traffic problems of cities is essential.

The SUSTAIN project will create a game, which will be based on a process that will help every player to make choices for a sustainable urban plan. That game will be the base for a course for students. It is a quite innovative and hybrid perspective way of learning, in the sense that it will combine game-based learning with a cognitive and analytical style of education. It is essential to provide an innovative pedagogy to students of higher education, as they are the ones that will shape the future.



Sustainable mobility interventions

OBJECTIVES

Combining game-based learning with an analytical style of education, SUSTAIN aims to;

- Create small, illustrative simulation models that will make the definitions more concrete and allow students to experiment in a consequence-free environment with scenario exemplars.
- Create a Serious Game that will allow students to learn about transportation sustainability and societal metabolism through playing.
- Create a course dealing with transportation sustainability, societal metabolism and decision making under those contexts, while its techniques will be translated in everyday life, and formalize the mathematics necessary to make robust decisions. The course will be based on the Board Game.

CONCLUSIONS

The SUSTAIN Project will deliver three additional Intellectual Outputs, one for simulation models, one for the board game that will translate the simulation models of O4 to game elements, mechanics and potential playing scenarios, and one for the board game itself.

Taking everything into consideration, SUSTAIN's team will try to boost its sustainable way of thinking, providing solutions through an interactive way of learning. Our goal is to promote the importance of a sustainable future for the urban transportation.