

INVITATION: BLENDED WORKSHOP ON SIM4NEXUS SERIOUS GAME

Location: BluePoint, Brussels
Date: 30 March 2022
Time: 16:00 – 18:00 CET
Facilitator: SMARTEN Project
University of Thessaly
Registration: Via WME or info@h2o-people.eu



SERIOUS GAMES FOR DIGITAL READINESS OF WATER EDUCATION

The digital landscape is constantly expanding. While digital learning is an instructional platform with great potential, it has so far only been partially explored. Serious games, sometimes called applied games or gamification, is one of the more promising forms of digital learning.

The strength of serious games relies on: **(1) high engagement:** the fun factor of games ensures high involvement for players to be motivated to continue to unlock new rewards and discover how the story ends; **(2) a safe place to experiment:** learning from making mistakes in serious games is not a problem in comparison to consequences in real situations; and **(3) improving learning through positive emotions:** studies have shown that students who learn using games experience more positive emotions, thus creating a deeper engagement to the learning procedure.

SMARTEN (www.smartenproject.eu), an Erasmus+ project based on serious gaming models, promotes a digital educational environment of equity and inclusion towards a more efficient management of limited water resources and beyond. Get involved with SMARTEN to help shape the future of new digital interactions. Education, water resources and nearly every other sector of the EU depend on a readiness to communicate and apply information across evolving digital landscapes.

Join our Multiplier Event “Blended Workshop on the SIM4NEXUS Serious Game” for a highly positive learning experience while exploring the Water-Energy-Food-Land-Climate NEXUS – by just playing!



www.smartenproject.eu

