

SERIOUS GAME

Intellectual
output-2

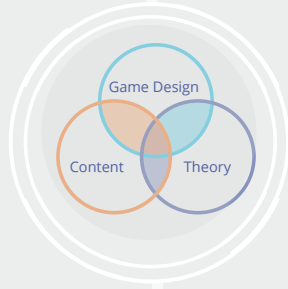
Creating an environment for experimentation
by simulating real-life situations

- ☑ A combination of traditional teaching and entertainment
- ☑ Risking, testing and failing "without consequences"
- ☑ Cross-sectoral contents adapted to student levels

BUILDING ON SKILL MATRIX

Skill Matrix is a resource for identifying key activities keeping, with special attention to:

- Trial-and-error learning
- Industrial reality



DESIGNING CONTENT

Brainstorming on:

- Philosophy & Purpose
- Game mechanics
- Game design

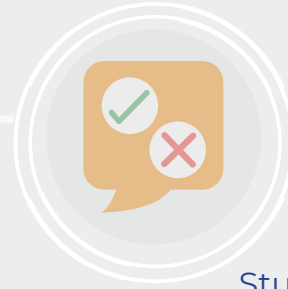


COWORKING ON MULTIMEDIA DESIGN

Co4AIR consortium is supported by a provider for technical development of the Serious Game

DESIGNING GAME SCENARIOS

Academic teachers and researchers design exercises at different difficulty levels with adapted feedback in line with the Game purpose and mechanics



TESTING PHASES

Students are at the core of the quality assessment. They are involved in the pilot phase and the revision phase



FINAL IMPLEMENTATION

Co4AIR Serious Game is integrated into the consortium's course programs. By its licensing scheme, it is open to further development outside the consortium

SERIOUS GAME KEY FEATURES

FLEXIBLE
AND
PERSONALIZED
-
PLURALITY
OF LEVELS

ENTERTAINING,
INFORMATIVE,
AND
CHALLENGING

OPEN
ACCESS
-
UPGRADABLE



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