

CoHERE WP5 Innovations

n. 21

Interactive e-book
& Eurocraft
prototype serious
game

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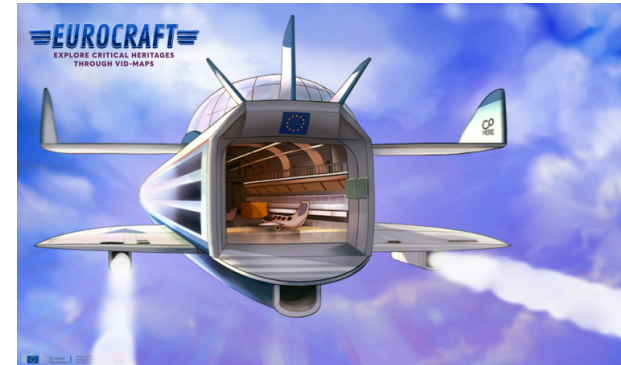




1. "Eurocraft" Serious Game Prototype

Explore critical heritages through vid-maps" (Beta)

- The innovation was developed as a deliverable of the CoHERE project's WP 5 investigating how representations of "sense of place", "European Other" and "difficult /easy past" are constructed /produced on digital games.
- The pedagogical design: based on User created content as well as on social media based communication and map based learning.
- **Target group:** Secondary school students and educators at the secondary education level.





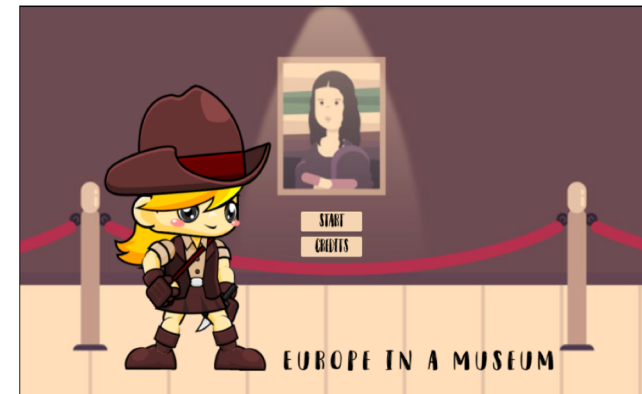
How did we do it?

- **Technical details:** Eurocraft is a web application built to serve specific educational objectives that promote cultural heritage, through a gaming scenario, that:
 - deploys social-media methods like content uploading, tagging, user rating and commenting, and
 - exploits state of the art mapping technologies like NASA WorldWind
 - utilises a full-graphical gaming environment
- **Degree of development :** The game is Prototype. Under testing
- **Need to improve:** Development resources for testing-rectifying cycles
- **Managed by:** Lia Galani, Ass. Professor – School of Education NKUA. Developed a team of scientists and designers who work collaboratively



2. WP5 Interactive e-book

- The innovation was developed as a deliverable of the CoHERE project's WP 5. The e-book aims to provide an interactive approach to teaching and learning about the European identity and the current predicaments in EU member states.
- The e-book brings these various digital mediums together to provide a thorough understanding of European identity as well as helping students see the various “levels” of identity and heritage.
- **Target group:** Secondary school students and educators at the secondary education level.



How did we do it?

- **Technical details:** The game is designed by students to make it user-friendly and it can be used as a part of the lesson plans for each e-book chapter.
- **Degree of development :** The e-book and the game are prototypes and not yet tested.
- **Need to improve:** The e-book chapters and the animation do not require any additional improvements but the digital game can be improved through testing.
- **Managed by:** Ayhan Kaya and Ayse Tecmen (Istanbul Bilgi University).



Austria

