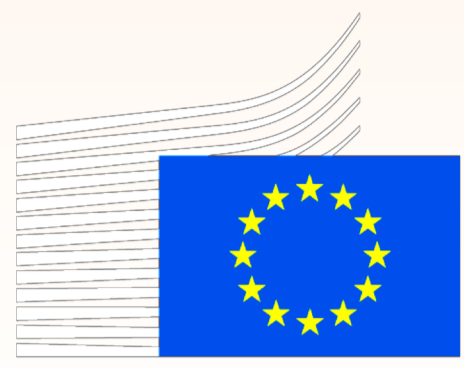




CoHERE INNOVATIONS



Istanbul Bilgi Üniversitesi
LAUREATE INTERNATIONAL UNIVERSITIES



European Commission

Horizon 2020
European Union funding
for Research & Innovation

Eurocraft Serious Game

&

WP5 Interactive e-book



HELLENIC REPUBLIC
National and Kapodistrian
University of Athens
EST. 1837



Newcastle University

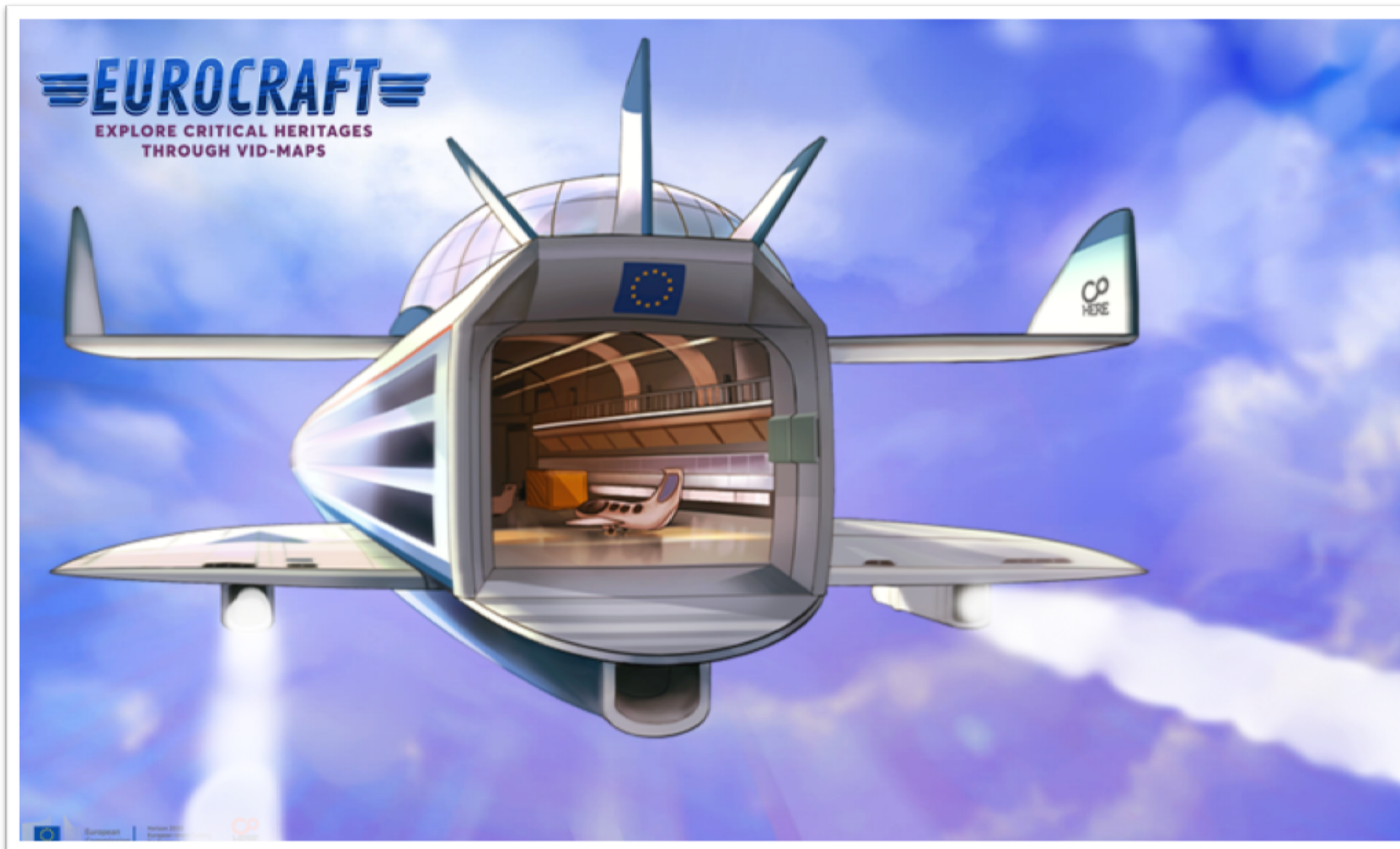
CoHERE "EUROCRAFT" Serious Game *Explore critical heritages through vid-maps" (Beta)*

Created by NKUA

The story

The aircraft "Eurocraft" travels around Europe as a matrix to collect data (images, videos, sounds) and stories concerning European Heritage and Identity. The material uploaded by the players ("footprints"), their participation in games as well as the creation of multilayer dot maps are the keys to unlock the stands with the heritage objects and decorate the three-level heritage air-museum.

Play the Game: Eurocraft



Aims

- a) to explore how representations of "sense of place", "European Other" and "difficult /easy present and past" are constructed;
- b) to inspire youth to explore their surroundings, to discover the European dimension of their local heritage and to share their stories;
- c) to collect testimonies of how youth, understand the European aspect of their domestic as well as European heritage

Collection of Heritage Data



The collection of semantic data on heritage "footprints" created by players, uncover new insights about

- [i] the perceptual regions of pupils from different parts of Europe,
- [ii] the perceptual regions of pupils from different countries of the world who live in Europe (immigrants) or have been born in Europe by immigrant parents, and
- [iii] the role of a virtual map collection in the building of the European identity.



The philosophy of tasks lies in:
[i] the area of social media and crowdsourcing platforms (i.e. how do they upload and share stories and moments in Instagram, Facebook, Twitter, the use of hashtags, etc.) and
[ii] the way people communicate through them.
The content of the game comes from the players.

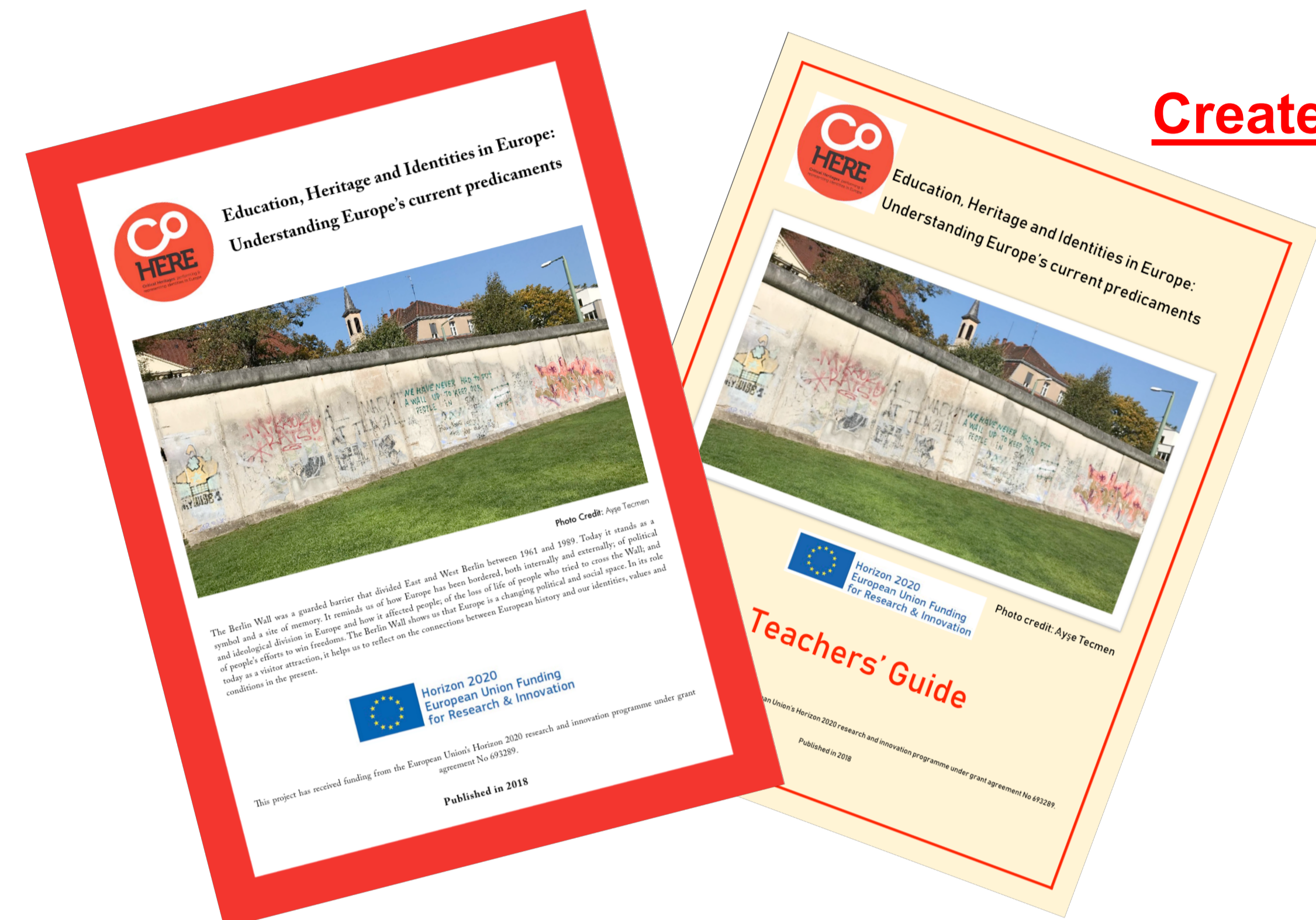
More info @ CoHERE Critical Archive

CoHERE CCA: <http://cohere-ca.ncl.ac.uk/#/grid/446>



CoHERE WP5 Interactive e-book

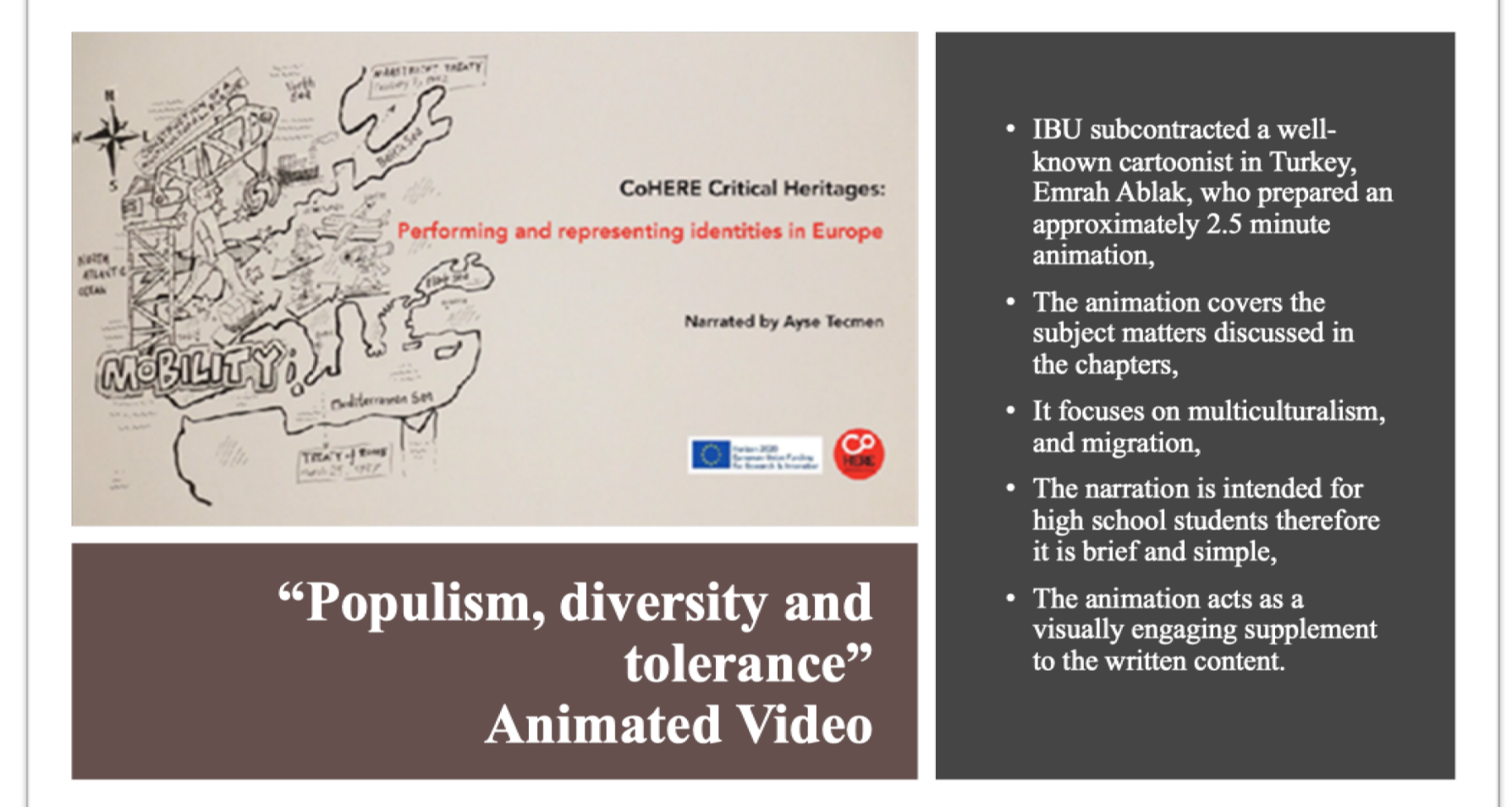
Created by BILGI



The WP5 Interactive e-book is comprised of an Introduction discussing Europeanness and heritage, 4 thematic chapters, and 1 case study. The chapters were written by the CoHERE WP5 team members.

The main aim is to provide a realistic of the EU's financial and refugee crisis and discuss the significance in Europe's identity crisis or rather the debates surrounding European identity and and Europeanness.

The Teacher's guide is a part of the e-book; Activities are diverse and designed to fit the subject matter while providing various opportunities to develop analytical thinking skills. The lesson plans also tried to tie the animated video and the game to the chapters by explaining how each component can be used differently in different chapters.

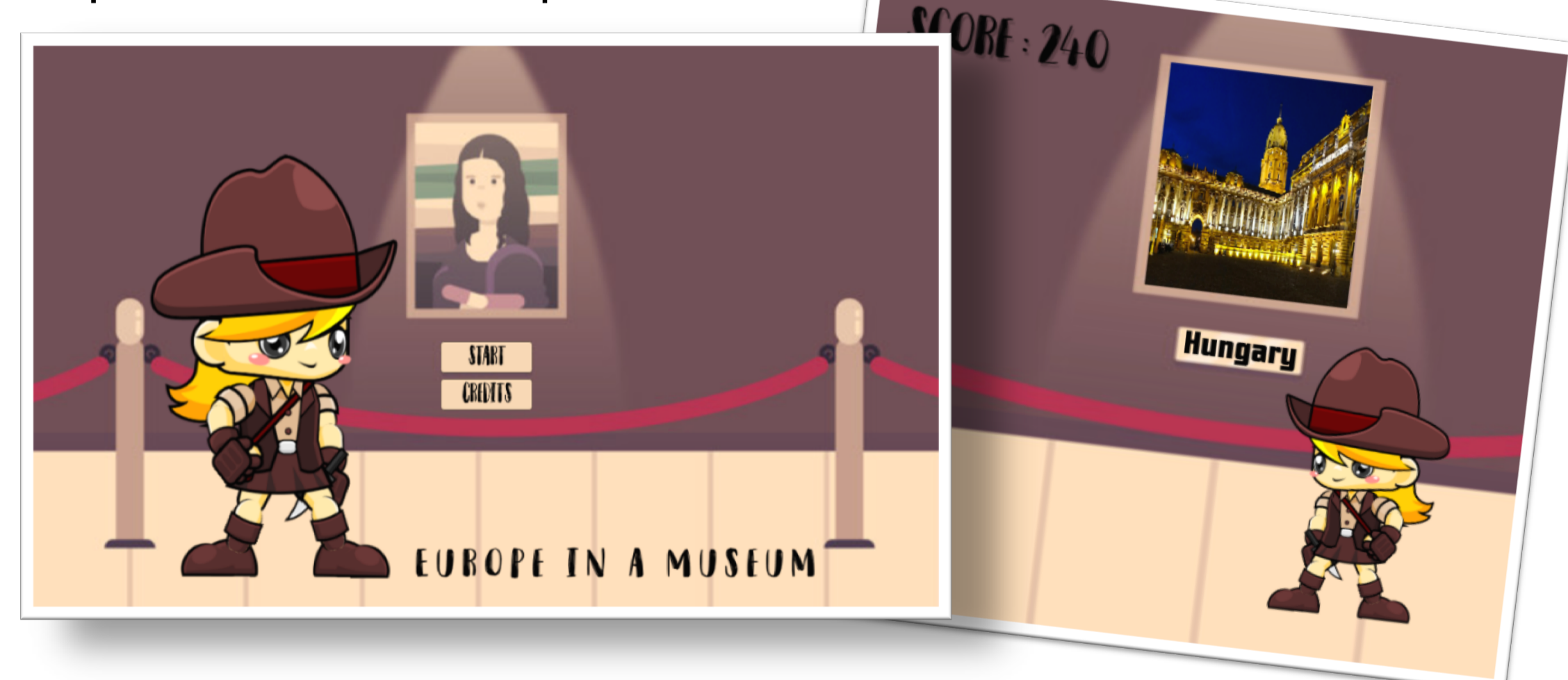


The animated video titled "Populism, diversity and tolerance" discusses the significance of diversity, and tolerance to European culture and identity, as well as the current rhetoric surrounding the refugee crisis.

Play the Game: Europe in a Museum

The story

Liliana James, is a young, 16 year old explorer. She lives in Peru. Liliana had never travelled anywhere before. As an explorer, her dream has always been to travel to a destination that fused a continent together. Now, it is her mission to learn about every single country in the world, and to discover what our ancients left behind. Liliana believes in a bright and beautiful future for which we need to explore and learn our past.



The game was designed as a way of teaching about heritage while also raising questions about national/European heritage, as well as tangible/intangible heritage.

This fit in very well with the philosophy of the eBook because we wanted to engage students in the process from the get-go. The end result is a detailed game on European and EU member states' national heritage assets. We tried to include as many well-known and not widely-known heritages to show that the diversity in the EU is also present within the national frames. In turn, the objective of the game was to tie back to the written content of the e-book.

More info @ CoHERE Critical Archive

CoHERE CCA: <http://cohere-ca.ncl.ac.uk/#/grid/469>

