



Contribution ID: 111

Type: **Poster**

COOL IT: A Digital Game on the Greenhouse Effect for Physics Education

Wednesday 28 August 2024 12:40 (10 minutes)

The goal of ECOPOLIS is to develop and evaluate a physics education concept for the use of the digital learning game called Cool It. It focuses on the greenhouse effect challenging the player to remove greenhouse gases. To encourage use of Cool It the game was embedded into a teaching unit and learning success was measured using a mixed-method approach using questionnaires, interviews, and worksheets. We hope that the interactive and playful multi-media approach can convey a complex subject and lead to a deeper understanding. In this talk the game Cool It will be presented, as well as the results.

How would you like to present your contribution?

Live in Kraków (time slot to be allotted based on the programme)

Target education level

Secondary

Category

Formal Education

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Session Classification: Poster session

Track Classification: Physics for Environment and Social issues