



SClgamer

Towards 21st century science learning

IN BRIEF



Original title: Science learning and careering 3.0
Final title: Science learning 3.0 virtual gaming demonstration platform
Short title: SClgamer

This paper is a very brief presentation of the SClgamer project.
For interest in the presentation of the project in the Horizon application, please see
SClgamer presentation.

For interest in the development of the project concept, please see
SClgamer concept development.

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Stefan cel Mare University and Working with Europe

The science learner as researcher
THE SCIENCE LEARNER AS DETECTIVE
The science learner as journalist
The science learner as rapporteur
The science learner as co-creator
The science learner as explorer

INFORMATION

Ana-Maria Cozgarea
Stefan cel Mare University
anamariacozgarea@eed.usv.ro
Jan Gejel
Working with Europe
jan.gejel@skolekom.dk

THE STORY IS THE GAME
Christian Fønnesbech

WHAT IS *SCIgamer* ABOUT?

SCIgamer responds to a growing concern in Europe: an increasing number of young people develop resistance towards science learning in school, show decreasing interest in science education and tend not to pursue science careers. Science in schools seems outdated.

The growing concern is the background to the European Commission's call for innovative science learning through the Horizon Research and Innovation program.

The *SCIgamer* drivers engaged in extensive studies of science learning resistance, 21st youth life and learning preferences and the learning and motivation potentials of serious gaming, gamification and virtual story-telling.

The result was the original project concept, presented in the *SCIgamer concept development* paper, finally resulting in the *SCIgamer* Horizon application, presented in the *SCIgamer presentation* paper.

The project aims to produce models and platforms for re-engaging 21st century science learning in secondary school - precisely at the time where resistance towards science learning is created.

This will happen through the demonstration of a real-life and real-time virtual story-telling model, based on the most promising serious gaming and gamifications principles.

The powerful approach is to extract and capture the authentic narratives of the world of science itself and use those narratives to create a new and future-oriented science learning discourse, attractive to young learners through virtual story-telling offering the young learners rich exploration, gaming and co-creator opportunities, and strongly embedded in the classic detective genre, placing the learning as detective and as the subject of learning

SCIgamer thus missions itself to demonstrate dramatically different science learning for 21st century youth.

"This sound like a good idea, but how will *SCIgamer* do that?"

The project will engage in capturing state of the art knowledge on science learning resistance, young people's 21st century life and learning preferences and the potentials of serious gaming and virtual story-telling.

Using this knowledge base as a strong platform, the project and its highly qualified mosaic of partners and experts will engage in the design of the new science learning discourse and didactics, constantly dialoguing with the end-users, represented by the schools and science centers participating in the project.

The immersive science learning environments will invite young people to a personality development appreciating and integrating the idea of being interested in science and pursue science careers, being the precondition for countering science learning resistance.

The *SCIgamer* platform will result from this and will be tested among a high number of end-users, and properly evaluated.

At the end of the 36 months project the *SCIgamer* demonstration models will be openly available to European audiences, including guidance material, authentic science learning scenarios and co-creation inspiration.

SCIgamer is very future-oriented. This means that it is an integrated element in the project to produce sustainable and attractive user-models and business models to ensure the availability and accessibility of the *SCIgamer* platform after the termination of the project.

Alongside this, the project will not await the emergence of European school user audiences, but will create a European science learning innovation network, at the same time providing a solid user audience for the platform and taking the *SCIgamer* creations and concepts further in the form of new European funding initiatives, building on the *SCIgamer* experience.

This network was already initiated during the application process, and any organisation across Europe interested in science learning innovation can join the network.

Below you will find the partners in *SCIgamer*, and you will find an illustration of the *SCIgamer* project infrastructure and progression.

For further interest, we recommend studying the two *SCIgamer* papers, *SCIgamer concept development* and *SCIgamer presentation*.

SCIgamer partners

UNIVERSITY STEFAN CEL MARE [Coordinator]



Romania

Including science learning expert Professor Jonathan Osborne, UK/US

UNIVERSITY OF HELSINKI



Finland

AALBORG UNIVERSITY - RECREATE



Denmark

SERIOUS GAMES INSTITUTE COVENTRY UNIVERSITY



UK

COOKIE BOX S.L. BARCELONA



Catalonia Spain

Including virtual story-telling expert Christian Fønnesbech, DK

UNIVERSITY OF EAST LONDON - CIME



UK

KU LEUVEN



Belgium

WORKING WITH EUROPE ASS.



Catalonia Spain

KAUNAS SCIENCE AND TECHNOLOGY PARK



Lithuania

LABORATORY OF EXPERIMENTAL SCIENCES



Italy

PLATON SCHOOLS - PLT



Greece

ISTITUTO COMPRENSIVO CITTADELLA CENTRO



Italy

INS PERE ALSIUS I TORRENT



Catalonia Spain

CRISTELO SCHOOL - AGRUPAMENTO ESCOLAS DE CRISTELO



Portugal

SClgamer infrastructure and progression

