



Co-funded by the
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ECO-BUILD



Playing to Eco-Build for learning to protect environment

THE PROJECT


This Project directly targets young students aged between 12 and 16 to help them develop necessary awareness of and knowledge about new concepts, such as the carbon footprint, recyclability of construction and any related materials, the consumption of water or the acidification of the land. In this 2-year long Project, the expected impact is aimed to spread over the society in general, since this Project aims to eliminate any possible ecological problems and contribute to the green economy, by providing the scientists of future with the skills and knowledge to create healthy and sustainable cities.




Aims of this Project

The main objectives of this Project will be to develop two main educational tools, a serious game and an online resource center, both of which are baselines for youngsters to experience and develop skills for ecological matters. Furthermore, the website created for this Project will be home to educational materials and tools, including supporting training materials for young students, and schools.

Products:



Serious Game
for
ecological
learning



Online Resource
Center
for ecological training
materials and
a platform
for Eco-Build
Serious Game



PARTNERS



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