

ENVRI COMMUNITY

The Community of Environmental Research Infrastructures



Invitation to Scientific Gaming - ENVRIplus Project

Play and participate to the European competition

Test the skills of your students in the field of scientific research and biodiversity with '*Scientific Gaming*', an online game for students (ages 10 and up) coming from schools through all Europe!

The Project '*ENVRIplus Scientific Gaming*' will allow your students to study and apply the method of scientific research in a entertaining way through the use of a video game focused on environmental topics, such as *biodiversity and ecosystems, hydrogeological risks, and on new ICT topics such as computing environment.*

About the project

'*ENVRIplus Scientific Gaming*' is an innovative project that will motivate students by replicating the excitement of scientific research. The ENVRIplus Scientific Gaming is developed in the context of a Horizon 2020 project '*ENVRIplus*', which bring together Environmental and Earth System Research Infrastructures, projects and networks together with technical specialist partners to create a more coherent, interdisciplinary and interoperable cluster of Environmental Research Infrastructures across Europe. Environmental Research Infrastructures provide key tools and instruments for researchers to address specific challenges within their own scientific fields. However, to tackle the grand challenges facing human society (for example climate change, extreme events, loss of biodiversity, etc.), scientific collaboration across the traditional fields is necessary. **More information about the ENVRIplus project you can find: <http://envri.eu/>**

About the game

Playing '*ENVRIplus Scientific Gaming*', students will learn more about science and scientific method, engaging the foundations of the 'deductive thinking' and 'logical reasoning' necessary not only for science, but also for their future life of young students. To learn more about the game visit: <http://scientificgame.envri.eu>



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The game *'Scientific Gaming'* includes two phases:

- **Phase 1 - 'Carry out a research project'** – students, organised in teams, carry out a scientific research project including experimental activities, which is going to be evaluated and to contribute to the final score (**DEADLINE April 13th, 2018**)
- **Phase 2 - 'Final online competition'** – teams compete simultaneously playing a video game online on **April 27th, 2018**. For more information about the organization and presentation of the research project, read documents available on the project web site <http://scientificgame.envri.eu> in the Section RESOURCES.

How to participate

- Go to the link: <http://scientificgame.envri.eu>
- Join and organise your team by clicking on TEACHER

Choose on environmental topics, such as *biodiversity and ecosystems*, *hydrogeological risks*, and on new ICT topics, such as *computing environment*

- Study the topic reading the available documents on the section Resources
- Organise and carry out the research project (Phase 1) within **April, 13rd 2018**
- Participate to the final European competition (Phase 2), simultaneously with all the teams, by the game about the chosen topic, on **April, 27th 2018**
- Read the final results on the project website

You can find useful documents at the section RESOURCE on the web site:

- 'Deepen the content: acquire knowledge on the subject of the game'
- 'Deepen the methodology of scientific research'
- 'Know the game: read the guides, define your team, and find for local and international collaborations'

Link & contacts:

'ENVRIplus' project: <http://envri.eu/>

'ENVRIplus Scientific Gaming': <http://scientificgame.envri.eu>

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