

OP. 51 EDUCATING ON SUSTAINABLE DEVELOPMENT THROUGH BUILT HERITAGE AND TECHNOLOGY: THE "ART NOUVEAU PATH" ON THE "EDUCITY" APP

João Ferreira-Santos^{1,*} Lúcia Pombo²

¹ CIDTFF, Department of Education and Psychology (DEP), University of Aveiro (UA), Portugal

² CIDTFF, Department of Education and Psychology (DEP), University of Aveiro (UA), Portugal

Abstract: We are living in the urgency of sustainability, which is one of today's fundamental themes. The value of cultural heritage towards sustainable development is perceived since the mid-20th century [1]. Built heritage as an enabler of identity and memory [2], as well as a space for learning [3] [4], has gained new possibilities through mobile technological solutions. The triad of Education, Heritage and Technology reveals a set of potentialities linked to innovation and originality, which are essential for arousing students' curiosity and involvement [5], [6]. This work aims to conceptualise the mobile augmented reality game "Art Nouveau Path" in the "EduCITY" app. This game promotes Education for Sustainability through Aveiro's Art Nouveau built heritage. This work aims to i) present the EduCITY project and its characteristics, and ii) present the "Art Nouveau Path" and its educational resources in the development of competences for Education for Sustainability. This explores the potential of Art Nouveau as a style linked to nature and environmental concerns. Considering the characteristics of the EduCITY application and the "Art Nouveau Path", the role of Augmented Reality in Education will be explored, associating it with curriculum development. To achieve this, a narrative literature review was conducted to map information on these issues and stimulate new research. It should be noted that the game is still under development, but the pilot project points to its value in raising awareness of environmental and sustainable development issues through the valorisation of heritage, digital literacy, and as an innovative educational proposal.

Keywords: Built Heritage; Education for Sustainable Development; Augmented Reality Games; EduCITY; Art Nouveau Path

References:

- [1] L. Smith, *Uses of Heritage*. Routledge, 2006.
- [2] F. Choay, *Alegoria do Património*, 3rd ed. Edições 70, 2019.
- [3] ICOMOS, "The Charter of Krakow 2000: principles for conservation and restoration of built heritage," 2000. [Online]. Available: <http://hdl.handle.net/1854/LU-128776>.
- [4] Council of Europe, *European Charter of the Architectural Heritage*. 1975.
- [5] J. Hosagrahar, J. Soule, L. Girard, and A. Potts, "Cultural Heritage, the UN Sustainable Development Goals, and the New Urban Agenda," *BDC. Boll. Del Cent. Calza Bini*, vol. 16, no. 1, pp. 37–54, 2016, doi: <https://doi.org/10.6092/2284-4732/4113>.
- [6] UNESCO, *Reimagining Our Futures Together: A New Social Contract for Education*. 2021.