



VIII JORNADAS

CAMINHOS DE INVESTIGAÇÃO EM EDUCAÇÃO

COMUNICAR CIÊNCIA: CONEXÕES EM EDUCAÇÃO
AVEIRO, 29 DE JUNHO DE 2023

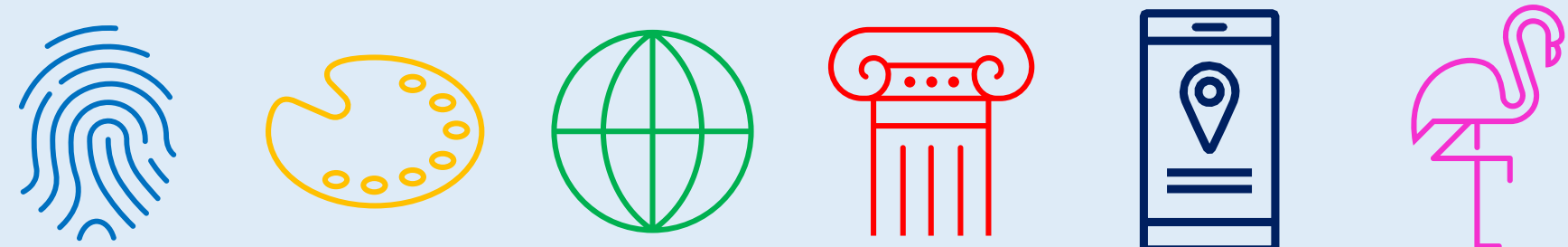


Built heritage in a mobile augmented reality game for development of key competences towards Education for Sustainability – from academia to society

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Starting point



Combination of:

ART

TECHNOLOGY

SUSTAINABILITY

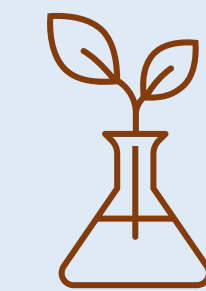
Research Context



Research integrated in:

Research & Development Project "EduCITY - Smart and sustainable cities with Augmented Reality mobile educational games created by and for Citizens" (funded by FCT - PTDC/CED-EDG/0197/2021)

State-of-the-art



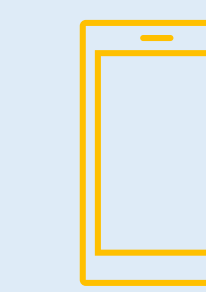
Sustainable Development: Process to ensure the future; 21st century biggest challenge.



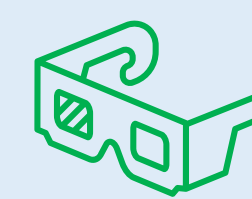
Heritage: Identity & Values; Space of Learning.



Education: Enabler of change; Aggregator; Builder of the future.



Mobile Learning: Educational process facilitator; Engagement promoter; Distinctive tool; Dynamic.



Augmented Reality: Learning facilitator; Multimedia enabler; Information mapper; Innovative.



Object of Study

key competences towards Education for Sustainability (Redman & Wiek, 2021), enhanced by the valorization of the local built Heritage



(Aveiro Art Nouveau)

Research Questions

Q1: "Which key competences for Education for Sustainability can be explored through the valorisation of local built Heritage?"

Q2: "What are the educational contributions of the mobile Augmented Reality game "Art Nouveau Path", (which promotes the valorisation of local built Heritage), regarding the promotion of key competences towards Education for Sustainability?"

Main Research Objectives

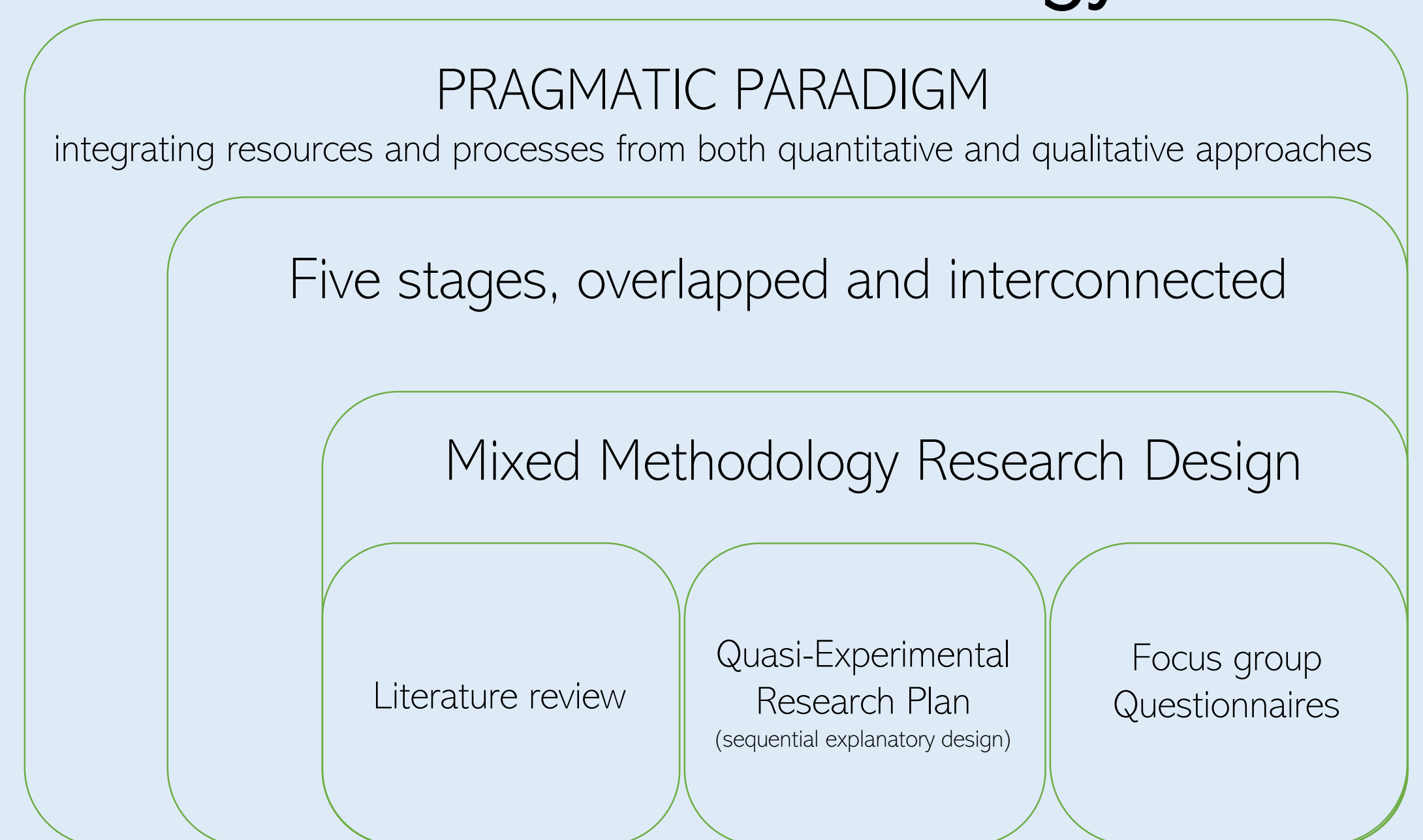
O: To determine, analyse and relate the links between key competences towards Education for Sustainability and the enhancement of local built Heritage;

O: To develop (game and content design, piloting and implementation) an Augmented Reality mobile game, exploring key competences for Sustainability linking to the value of local built Heritage;

O: To determine the contribution of the Augmented Reality mobile game in the development of key competences for Sustainability triggered from the value of the local built Heritage;

O: To evaluate the potential of the mobile educational game in the development of key competences for Sustainability, triggered by the value of the local built Heritage;

Research Methodology



Stages of the Research & Implementation Indicators

First Stage: Literature review and theoretical framework (1/9/2022 to 31/12/2023)

3 Articles

Second Stage: Development of the Data Treatment and Management Plan and data collection tools (1/10/2023 to 31/3/2024)

Data and collections tools Management & 1 article

Third Stage: Development of the mobile educational game (1/10/2023 to 31/03/2024)

Educational mobile game "Art Nouveau Path"

Fourth Stage: Application of the mobile educational game and data collection (1/4/2024 to 31/12/2024)

Collected data

Fifth Stage: Data analysis, discussion of results and dissemination (1/9/2024 to 31/12/2025)

2 Articles & Presentation of data and results

Bibliography

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Aknowledgment

This poster is part of a PhD project integrated in the Research & Development Project "EduCITY - Smart and sustainable cities with mobile educational games in Augmented Reality created by and for Citizens" (<https://educity.web.ua.pt/>), which is financed by Portuguese funds through FCT within the framework of the project PTDC/CED-EDG/0197/2021. This work is supported by National Funds through FCT – Fundação para a Ciência e a Tecnologia, I.P., under the project UIDB/00194/2020.