

# SUMMIT RESEARCH

## Book of Abstracts

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## Local Built-Heritage in Mobile Game for development of key skills related to Education for Sustainability

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**Abstract.** *Sustainability is associated with the need of valuing heritage, whether natural or built, human or cultural. Sustainability is very involved with issues of environmental, social and economic nature, and related to natural resources, however, from the 21st century on, it has become a more comprehensive field, since the concept itself has evolved (Giovannoni & Fabietti, 2014).*

*One of the areas that now appear highlighted in the multi-complexity of Sustainability, is the one related to Built Heritage (UNESCO, 2020; Hosagrahar et al., 2016), linked to the principle of this being a non-renewable resource (Hosagrahar et al., 2016). Based on this premise and on referentials from international organizations, such as UN or UNESCO, not only the appreciation of the Built Heritage is fundamental, but also essential to highlight it as sustainable human development, highlighting the role of Education in designing the future, which, even complex, need to be balanced and sustainable. However, the literature on the correlation between Education for Sustainability and Built Heritage is limited, making it necessary to deepen and publish about it.*

*This investigation, will contribute to the development of key Skills for Education for Sustainability (Wiek et. al, 2011), based on the valorization of the Art Nouveau Heritage of Aveiro, taking advantage of the educational potential of mobile learning (Pombo & Marques, 2019), through the development of a mobile educational game for Basic and Secondary education levels students, through a Mixed Methodological Research, to be developed in five stages, guided through a sequential exploratory design.*

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