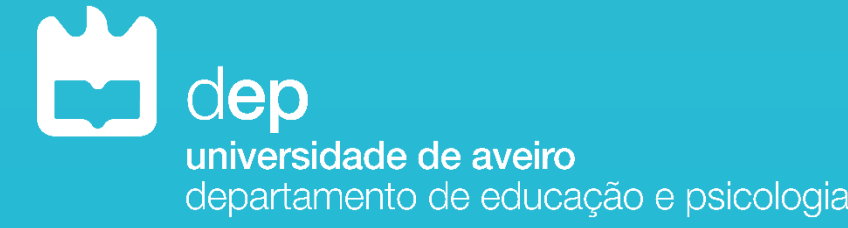


Built heritage in a mobile augmented reality game for development of key competences towards Education for Sustainability - from academia to society

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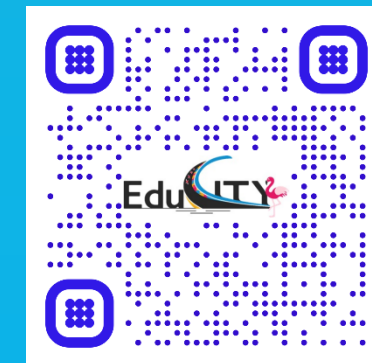


Starting Point

PhD research ground on the interaction between Cultural Heritage, Education, Technology and Sustainable Development



Context



PhD integrated in the Research & Development Project "EduCITY - Smart and sustainable cities with Augmented Reality mobile educational games created by and for Citizens"

Objectives

To **develop** and **evaluate** a Mobile Augmented Reality Game (MARG) to enhance key competences for Sustainability (Redman and Wiek, 2021) through the valorization of Aveiro's Art Nouveau heritage;
To **assess** the **contribution** and **potential** of the MARG "Art Nouveau Path" in the promotion of key competences for Sustainability through Aveiro's Art Nouveau heritage.

Methodology

PRAGMATIC PARADIGM

integrating resources and processes from both quantitative and qualitative approaches

Five overlapped and interconnected stages

Mixed Methodology Research Design

Literature review

Quasi-Experimental Research Plan
(sequential explanatory design)

Focus group Questionnaires

(Creswell and Creswell, 2023)

Preliminary Results | Indicators

Questionnaire based on GreenComp Framework (Bianchi et al., 2022)



Iterative development of the MARG "Art Nouveau Path" (Anderson and Shattuck, 2012; Plomp, 2013)

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