



<Teens develop strategies for a cleaner, healthier, smarter and happier world by coding and playing games!>



Digital Improvement by Game In Teaching



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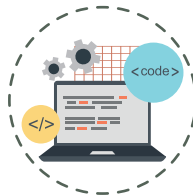
DIGITgame Project is designed to develop STEM, ecological, ICT and digital skills of young students through the playful video games in smart city concept and to make them more creative, innovative, competent and enthusiastic students on science.



Analyzes the attitudes and skills around science and ecology of educators and students



Designs and develops lessons on basic science subjects: climate dynamics, changes and evolutions; plants physiology and ecological role



Engages students (driven by their teachers) in designing, developing and playing videogames



Shares the attractive and motivating learning strategy and the best practices on high quality skills improvement

Project Website



DIGITgame Project



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