



NATURE PROJECT

NATURE : Serious Games for Natural Resource Management | No. 2021-1-

LV01-KA220-HED-000032033 |



The Nature project

Will develop an experiential learning intervention for building the capacity of higher education students to adopt responsible behavior on natural resources management and to design solutions for environmental sustainability in everyday and professional activities.

Target groups

- Higher education students
- Higher education instructors and organizations.

Duration

24 months :
1/11/2021-31/10/2023

Project context

The main objective of the NATURE project is to raise awareness and improve educational practices in sustainable natural resource management, including the development of educational initiatives that prepare the younger generation to become responsible, active adults in environmental sustainability in all aspects of life in industry and communities.

Project outcomes:

- an active, game -based methodological learning framework for capacity building in water resources management
- Digital learning games and learning activities targeting student, building awareness, green skills and competencies on responsible natural resources management
- Instructional support targeting educators, facilitating the integration of digital learning games in environmental education



Project partners

Contractor: Latvia Culture college (LV)

Partners:

University of Thessaly (GR)
Tallinn University (EE)
EU-TRACK (IT)
Virtual Campus (PT)
Universidad de Vigo (ES)

More information:

FB: @natureprojectEU



Current activities :

- Finalization of the R1 - report " An active, game-based methodological learning framework for capacity building in natural resources management "
- Development of NATURE 3D game (R2)
- Starting of development of R3 - instructional support for adult instructors

