

ISSUE #2 – 9/2022

GET UP!

The official newsletter from the GET UP! partners, updating you about what's important!



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In every walk with nature
one receives far more
than he seeks.
(John Muir)



GET UP!: status of the project

By Fundación de la C.V. para una economía baja en carbón

We are back with a new newsletter! Since the last one, we have continued working in the development of the project, not only in management activities, but also in training activities and in the elaboration of the main project result, **the serious game about park management**.

What have we achieved so far? The park reports have been completed, together with some interviews to the park management staff. In addition, the IES Jérica-Viver created an activity with the students to study and research information about the minerals that can be found in the Park Sierra de Espadán.

At the same time, the Foundation visited the center of the Sierra de Espadán, while Gymnasium Karola Stura got in touch with the Director of the Protected Landscape Area Administration, and InEuropa, eco&eco and Ente Di Gestione Per I Parchi E La Biodiversita' worked on the Cento Laghi part research.

Besides, all the partners travelled to Iceland for a two-day management meeting. During the meeting, apart from discussing the status of the project, checking indicators and do a general follow-up as well as planning future actions, we had the chance to ask questions to the Park Ranger of Snæfellsjökull National Park and get to know different park locations.

In addition, the first training for staff was also completed. The participants learnt about **the process of gamification** and we tested a simulation of the game as a table game. During this meeting we were able to understand all the different parts of the game and what needs to be included in a serious game with educational purposes.

Finally, we are in the digital stage of the game. After having discussed several activities, what needs to be included and what can be left out, Danmar Computers is now working on how to make it possible. Soon, the partners will be able to do the first digital testing on one of the four parks, the Cento Laghi Park.



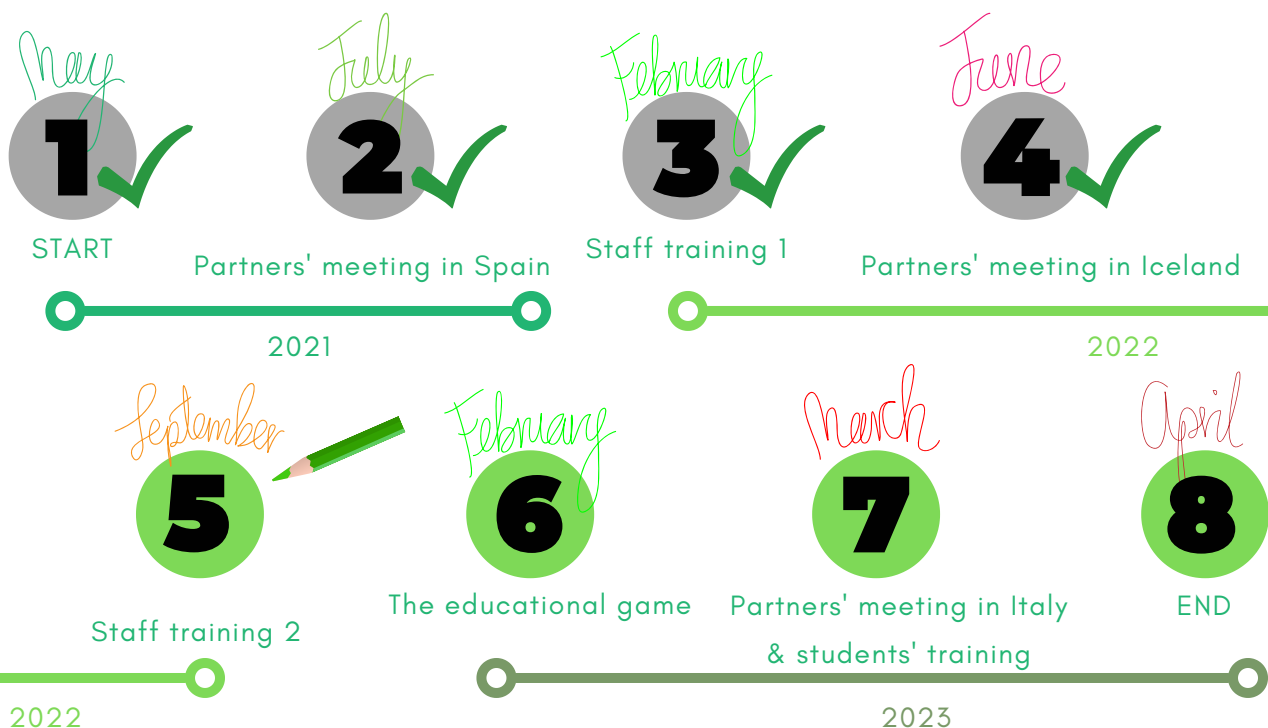
OBJECTIVES

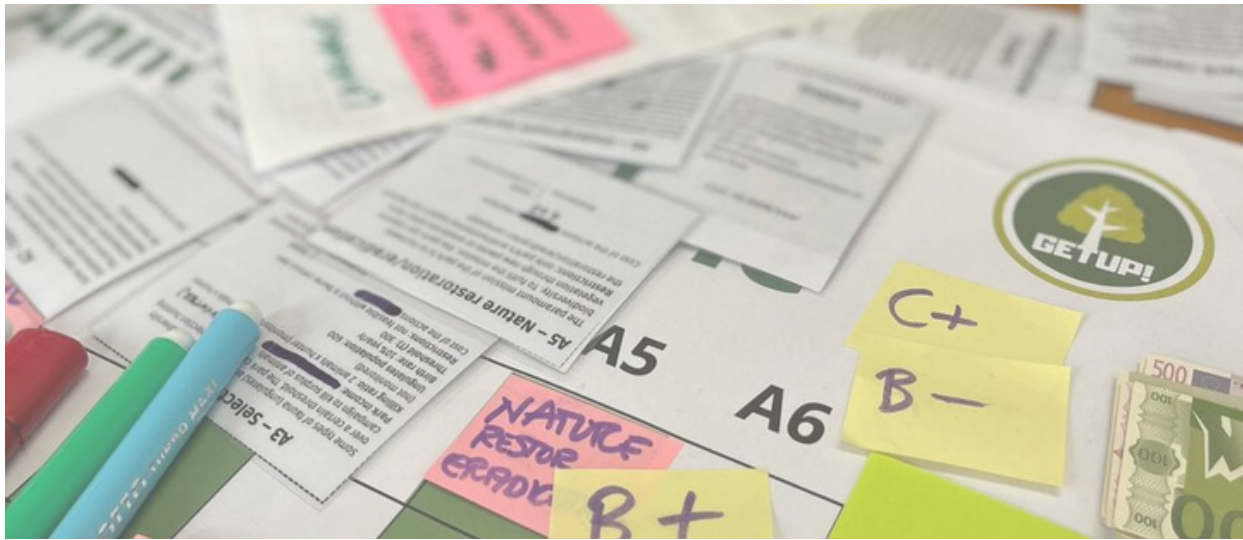
By Fundación de la C.V. para una economía baja en carbón

The objectives of the GET UP! project are:

1. Innovative and digital gamification as an educational tool for upper schools on parks and environment.
2. Promotion of biodiversity protection and natural parks as relevant social and educational value of European cultural heritage, with strong connections to job creation and economic growth.
3. Strengthening the profile of the teaching professions with new skills and knowledge in digital tools and gamification.

TIMELINE





1st LTTA in Bologna, Italy

By InEuropa SRL and eco&eco

May 17th and 18th, a total of 16 participants from 8 partners met in Bologna, Italy, for the first Learning, Training Teaching Activities (LTTA) of the GET UP! project. Teachers from upper secondary schools and nature park managers from the 5 project partner countries: Iceland, Italy, Slovakia, Spain (project leader) and Poland attended the meeting. The training was held at the headquarters of one of the project partners: eco&eco, Economia e Ecologia srl.

The aim of the training was to define the main steps for the development of the "GET UP!" educational game for appropriate management of nature parks, and to gather improved input for the game following the educational training needs related to the school curricula to be pursued and the role of teachers in the educational process using the game.

Before the meeting, a table version of the game was prepared by eco&eco and InEuropa.

Partners were divided into two groups, one including park experts and the other including school teachers and education experts, so that each group could bring his own ideas and perspective on the game. This activity proved to be very effective as all the partner suggested possible modifications to improve the quality of the game.

After these activities, the project partners focused on defining further steps toward the development of the game and partners from different countries were asked to collect information about each national park and to deliver them to Danmar Computers, which would use them as a source for the development of the first digital demo of the game.

"It's exciting to play the game and realize how it can be actual on real live challenges when operating and taking care of protected nature, such as National Parks".



Transnational meeting in Iceland

By the Environment Agency of Iceland

Second transnational project meeting (TPM) took place in Iceland June 21st-22nd. Thirteen participants from seven partners attended the meeting. First day was used for meeting and planning at the Environment Agency of Iceland office in Reykjavik.

At the meeting participants discussed the status of the project, the budget control and upcoming assignments and activities.

- InEuropa team then reviewed the dissemination for the rest of the project.
- Eco&eco team informed about the game development and introduced 14 suggestions that were developed after the test with school in Modena.
- Danmar Computers introduced the development of the digital part of the game.

Finally next steps was discussed, such as the next meeting that will take place in Poland 17th-19th of October.

At the second day the group went on an field trip to Snæfellsjökluþjóðgarður, that is Snæfellsjökull National Park, to get to know the speciality of the national park and Icelandic nature. This activity has given the partners a clearer idea of the differences between parks in the southern Europe and in the nordic.

In the end of the day we visited Vatnshellir Cave with the chief ranger of the park. Long, but unforgettable day!

Did you know that Snæfellsjökull means "the glacier of Snæfell"? Jökull means glacier in Icelandic.

What's up?

LTTA C2 IN POLAND

By the Environment Agency of Iceland

17th - 19th of October members will meet at Danmar Computers headquarters in Rzeszów, Poland, for further development of the game.

Each partner will bring its expertise on nature conservation and the functioning of parks, as well as the environmental education activity, the education of upper school students, gamification and digital tools and gamification. All of this to set up the main features of the educational tool design and development.

The IO4, the game for educational environment, will be halfway to its finalisation at the moment of this activity, so the partner in charge of its development will present the game, that could be tested by the partners and they could include modification.



FUTURE ACTIVITIES

By Fundación de la C.V. para una economía baja en carbón

Once the LTTA C2 is completed we will enter the last phase of the project.

The TPM3 and the LTTA C3 with the students are scheduled in February, being both during the same week, to have a common activity in which the students will try the pilot version of the game, and the project partners will be able to analyse their feedback.

Soon, we will let you know of the development and results of the activities. Wait for our third newsletter!

Follow the
progress
with us!

 @getupproject2020

 GET UP

 <https://getup.erasmus.site/>



PARTNERS

low carbon economy[®]

FUNDACIÓN DE LA C.V. PARA UNA ECONOMÍA BAJA EN CARBÓN

The Foundation, whose name in English is "low carbon economy", works in raising awareness about environmental engagement, in renewable energies projects and in finding technical solutions towards sustainability.

IN EUROPA

The company's main activities are providing information, training and technical assistance on EU policies and European action programmes. Among others, those actions are aimed at increasing knowledge and awareness on environmental challenges and behaviour change developing experimental non-formal training paths.



GYMNAZIUM KAROLA STURA



Located at the foot of the Small Carpathian Mountains, the grammar school is a school for students between 11 and 19 years old. Around 300 students attend the school every year and around 30 teachers are employed full time. The school provides general education, including foreign languages, history, social studies, science, and prepares students successfully for university studies in Slovakia and abroad.

DANMAR COMPUTERS

A private company that operates in the field of information technology and also provides vocational training in this. With extensive experience in developing modern web and mobile applications used for educational purposes. It also has long-term experience in carrying out European projects.



ECONOMIA & ECOLOGIA S.R.L.



A company operating in the fields of economic research and consultancy for management and interpretation of local resources. It deals with the environment from different perspectives and fields, such as: local development, rural economics and sustainable tourism; industrial economics; environmental technologies, waste management, climate change, energy studies; etc.

ENTE DI GESTIONE PER I PARCHI E LA BIODIVERSITÀ EMILIA OCCIDENTALE

Parks and Biodiversity Management Authority - Western Emilia is a public authority which deals with nature conservation, promotion of sustainable agriculture and environmental education, typical and quality products. This authority manages a wide natural area (more than 62.000 ha) which includes five regional Parks, four Reserves and nine sites of Natura 2000 European Network in the territory of twenty-two municipalities.



UMHVERFISSTOFNUN



The Environment Agency operates under the direction of the Ministry for the Environment and Natural Resources. Its role is to promote the protection as well as sustainable use of Iceland's natural resources, as well as public welfare by helping to ensure a healthy environment, and safe consumer goods.

IES JÉRICA-VIVER

The IES Jerica-Viver is a public secondary school that was built in 2005. It provides educational services to the north-western part of the Alto Palancia region, a group of 13 municipalities, plus another 2 in Alto Mijares (Villanueva de Viver and Fuente La Reina). This peculiar and privileged setting allows contact with nature.

It has around 240 students and 40 teachers, with secondary education, bachillerato and a basic VET course.



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