

ISSUE #3 – 3/2023

GET UP!

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



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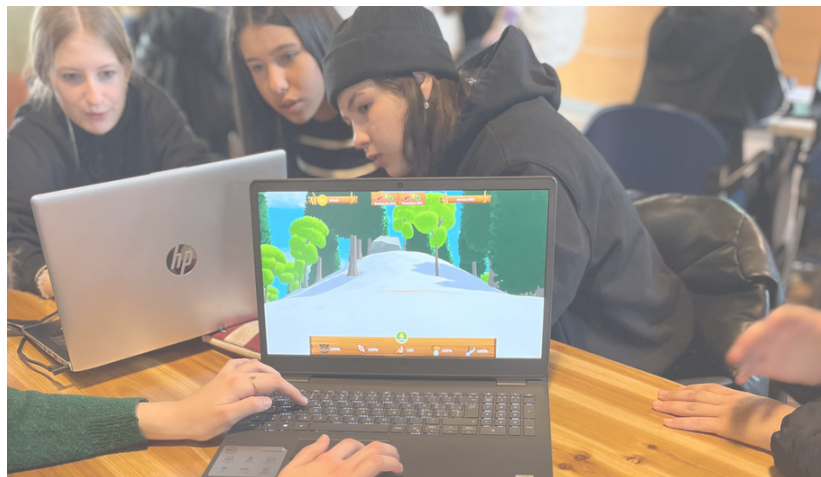
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Nature is not
a place to visit.
It is home.

(Gary Snyder)



GET UP!: status of the project

*By Ente di Gestione per i Parchi e la
Biodiversità Emilia Occidentale (EPEO)*

While the project is near the end, here we are 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**. But above all we faced the most important step: **the testing of the game with the students**.

After the second Training Activity of the Project (held in **Poland from 17th to 19th October 2022**) during which the partners analyzed and discussed the aspects that could be improved in the game, in order to make it as realistic as possible in relation to the management activities of a Park, Danmar Computer worked on updating the game.

The beta-version of the game, focused on Cento Laghi regional Park, was then ready for student testing, scheduled for last February in Italy. Not only the schools partner of the project (IES Jérica-Viver and Gymnasium Karola Stura) have participated in the test, but also two Italian schools, involved in the activity by InEuropa and EPEO. It has been a fantastic experience!

Moreover, the students from IES Jérica-Viver and Gymnasium Karola Stura stayed in Italy for three days and had the opportunity to get to experience directly, through field-visits, Italian regional Parks managed by EPEO.

After the students testing, the partners met for the **last Project Meeting**. They first carefully considered the feedback provided by the students on the game and, from this feedback, defined what to change and improve. Then the meeting continued with presentation and sharing of the final and reporting activities.

At the end of March, **Multiplier Events** will take place in Italy and Spain to present the project and its results to a wider public. In April the game will be available for everyone!



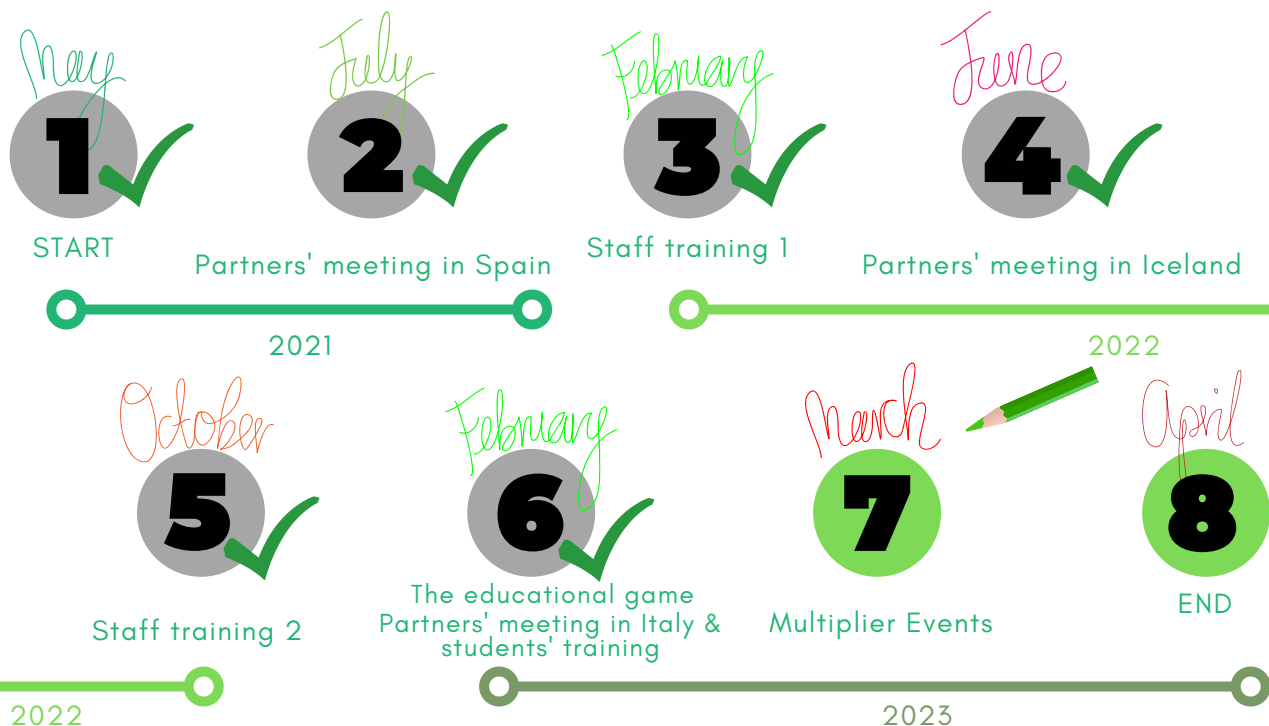
OBJECTIVES

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





LTTA C3 in Collecchio, Italy

Test of the Game with the students!

By EPEO, InEuropa SRL and eco&eco

February 16th: a total of **85 students** from IES Jérica-Viver (Spain), Gymnasium Karola Stura (Slovakia), Liceo Scientifico Wiligelmo and IISS Gadda (Italy) met in Collecchio (Parma - Italy), at EPEO headquarter, to **test the digital demo of GETUP! game.**

In order **to make the game testing more appealing** and keep the level of student engagement high, it was decided to introduce the element of competition. Before starting the testing, the students were divided into mixed international teams. The various teams were told that, based on their performance, a ranking would be drawn up at the end of the test, and the group with the best performance would receive a prize. To evaluate the performance of each group, it was decided to adopt a single, simple indicator: the total number of months played. In other words, the group able to play for as many months as possible would win the competition.

The reason behind this choice was the following: while playing the role of park managers, the groups of students had to pay attention to three different indicators, **budget, biodiversity and consensus**, making sure that none of them dropped to 0 or even became negative; if this happened, the game session would end and they would have to start again from the first month; therefore, the group able to play for the longest period of time would also be the one able to keep all three indicators positive for as long as possible, thus proving to be the best park manager. In case two or more groups had been able to play for the same number of months, the winner would have been the one with the highest sum of biodiversity and consensus (both expressed as a percentage), i.e., the group able to ensure the highest quality for its park.

After having declared the winning group, each student was asked for feedback about the game through questionnaires and interviews.

LTTA C3 in Collecchio, Italy

The floor to the students!



"I liked the way we had to think about our decisions and had to think together.
I think it's a great game for educational purposes."



"I overall really love these kind of games, they are my cup of tea. They are tools for education and also funny activity to do. This game is exactly this and it was so enjoyable to play. I like the idea of this game."



"I liked working as a team and getting to know each other.
Also the game was very useful for learning more about biodiversity and how important it is."





Three days in Italy for the students discovering parks

*Ente di Gestione per i Parchi e la Biodiversità Emilia Occidentale
(EPEO)*

Students and Teachers from IES Jérica-Viver (Spain) and Gymnasium Karola Stura (Slovakia) stayed in Italy for three days, from 14th to 16th February; on the first two days they visited nature parks to see first-hand what protected area management means.

In the first day they visited **Stirone and Piacenziano Regional Park**, near Salsomaggiore Terme (Parma). After an indoor activity with the park staff, aimed at knowing the system of Italian parks and their purposes, students toured MuMAB - Museum of Ancient sea and Biodiversity, a very interactive museum that provides an insight into this internationally important protected area for paleontology.

The second day the schools visited **Cento Laghi regional Park**, in the Appennines, where natural aspects are predominant and whose management involves a balance between nature conservation and sustainable development for the resident population.

The third day, after the testing of the game, students also visited **Taro River Regional Park** visitor center.

Three day between nature and interesting experiences but also a lot of fun!



Transnational meeting in Italy

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

Third transnational project meeting (TPM) took place in Italy, on February 16th. This means the project is coming to an end.

After performing the activity with the students and testing the game for the last changes, the project partners needed to analyse how was the **status of the project** and talk about the potential of the results created, making sure they will promote its use.

For that reason, and thinking that the Dissemination Events were going to be performed during the following months, the partners reviewed the project, talked about how to report everything that has been done and discussed different strategies to increase the dissemination of the project results.

This was an emotive moment, as the relations created during the project has become really effective, but this meeting was the last one planned, but we are sure this is not a goodbye, just a farewell.



The availability of the game

By Danmar Computers

GET UP! game is now 100% developed! As with all our results in the project, it is also available on our website.

The digital educational game on parks management and nature protection is designed to teach players about the importance of preserving natural areas and managing parks effectively.



It is targeted towards secondary school students and teachers, and it is designed to be engaging and interactive. The game, after testing phases, is now available at: getup.erasmus.site/game/

What's up?

MULTIPLIER EVENTS

By EPEO, InEuropa SRL, eco&eco and LCE

On Thursday **30 March** will be held at Europe Direct of **Modena (Italy)**, from 2.30 to 5.00pm, **GET UP! project result presentation event**


The first part of the event will be dedicated to the presentation of the GET UP! project and its results, available for schools. The second part will include the **testimonies** of the students of class 2I of Wiligermo High School (Modena), who participated in the testing event of the game at an international level. Afterwards, the Wiligermo students will show the game's functionalities to the participants.

On the same day, in **Spain**, and starting at 18:00, Low Carbon Economy and IES Jérica-Viver will be performing their event, where they will be **presenting the game to other schools and educators**, but also to the **families**, in order to support the general understanding that it is possible to learn by playing.

The agenda of the event is as follows:

- Introduction: the Erasmus+ program, environmental issues and the GET UP! project, presented by Jose V. Segarra Murria, lowcarboneyconomy Foundation;
- Activity in Collecchio: experiences and video students, by Silvia Clemente, IES Jérica-Viver;
- Game-based learning; by Vicente Javier Valls Martínez;
- The GET UP! game: how can it be implemented in the classroom?, done by Mar Martín Fandós, IES Jérica-Viver.

Follow the
progress
with us!

 @getupproject2020

 [GET UP](#)

 getup.erasmus.site/



PARTNERS

low   L
 carbon  C
 economy[®]  E

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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