Re-engineering Higher Education through Active Learning for Growth, HERA

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About HERA

- HERA aims to develop high order problem solving skills among engineering and economics higher education students, building their capacity to address emerging 21st century societal and industry challenges. HERA introduces active learning design to expose students to complex challenges inspired by real life, the solution to which requires the integration of interdisciplinary knowledge, emulating industry problem solving processes. HERA deploys digital serious games to enrich classroom engagement and interaction, promoting experimentation, collaboration, independent learning, communication, and presentation skills desirable.

- The HERA project is funded by the Erasmus+ program and runs from 2019 to 2021 (project code 2019-1-EL01-KA203-062952).
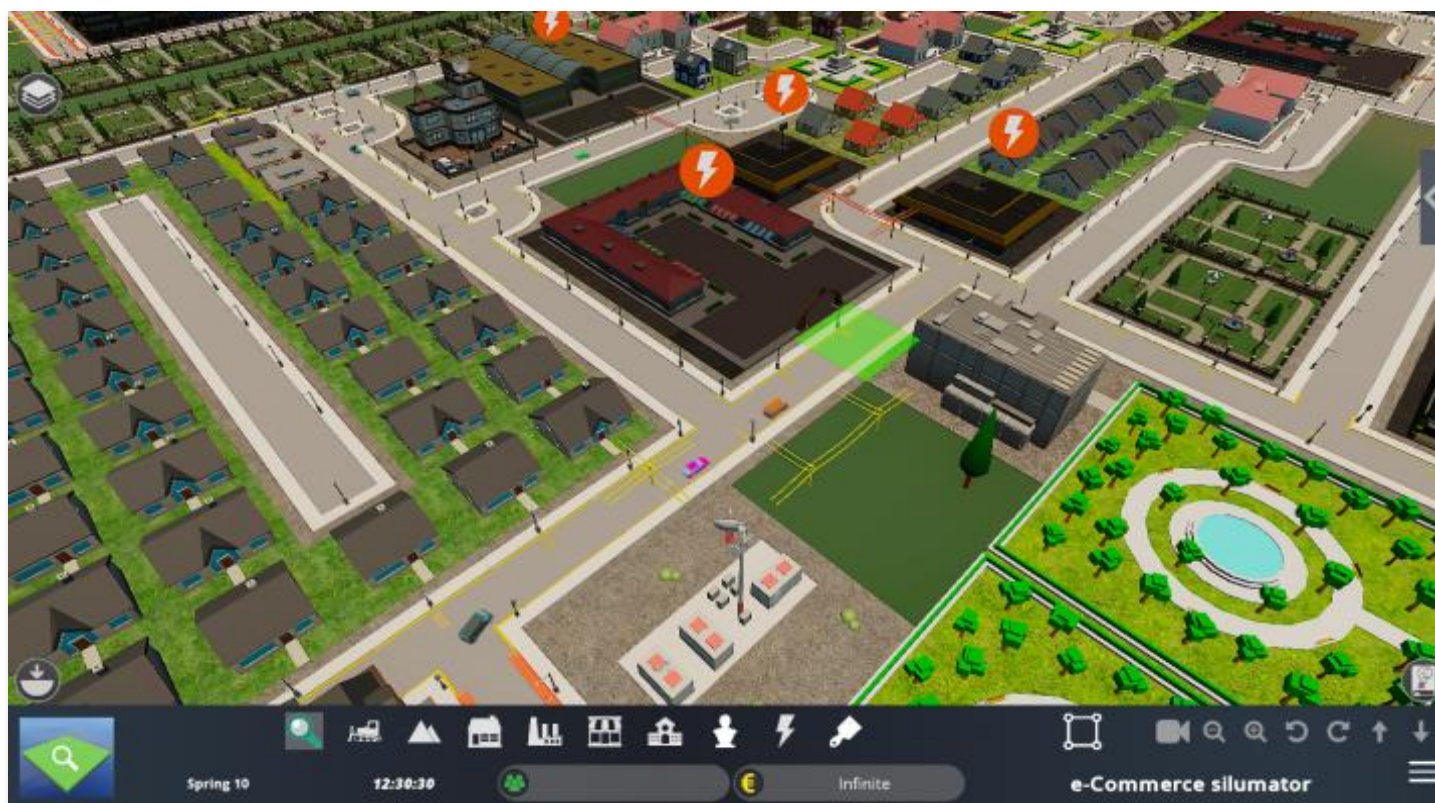
The background

- Literature on gaming and learning
- Surveys with students on which "soft" skills they find are most relevant
- Made learning sheets for educators
- Videos to support
- Developed the game over the last 1.5 years
- Identified different scenarios relevant for the game

Educational software: a Sims inspired game (focus on the city)
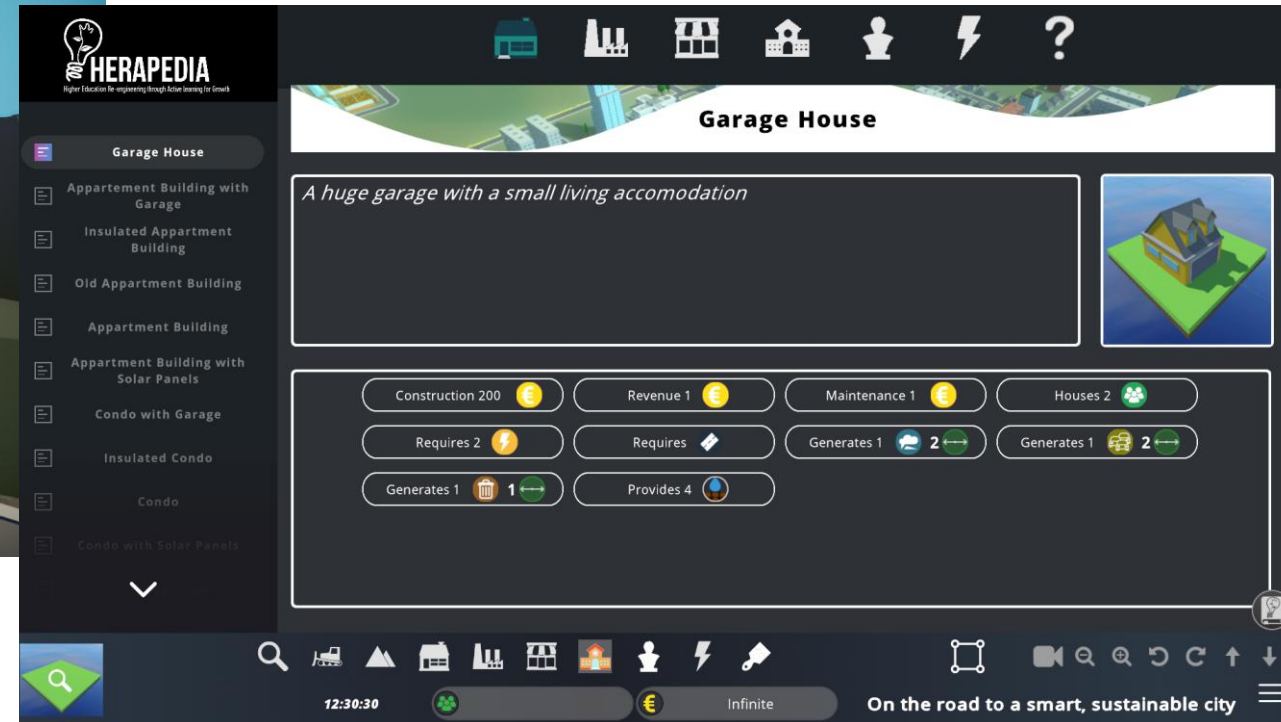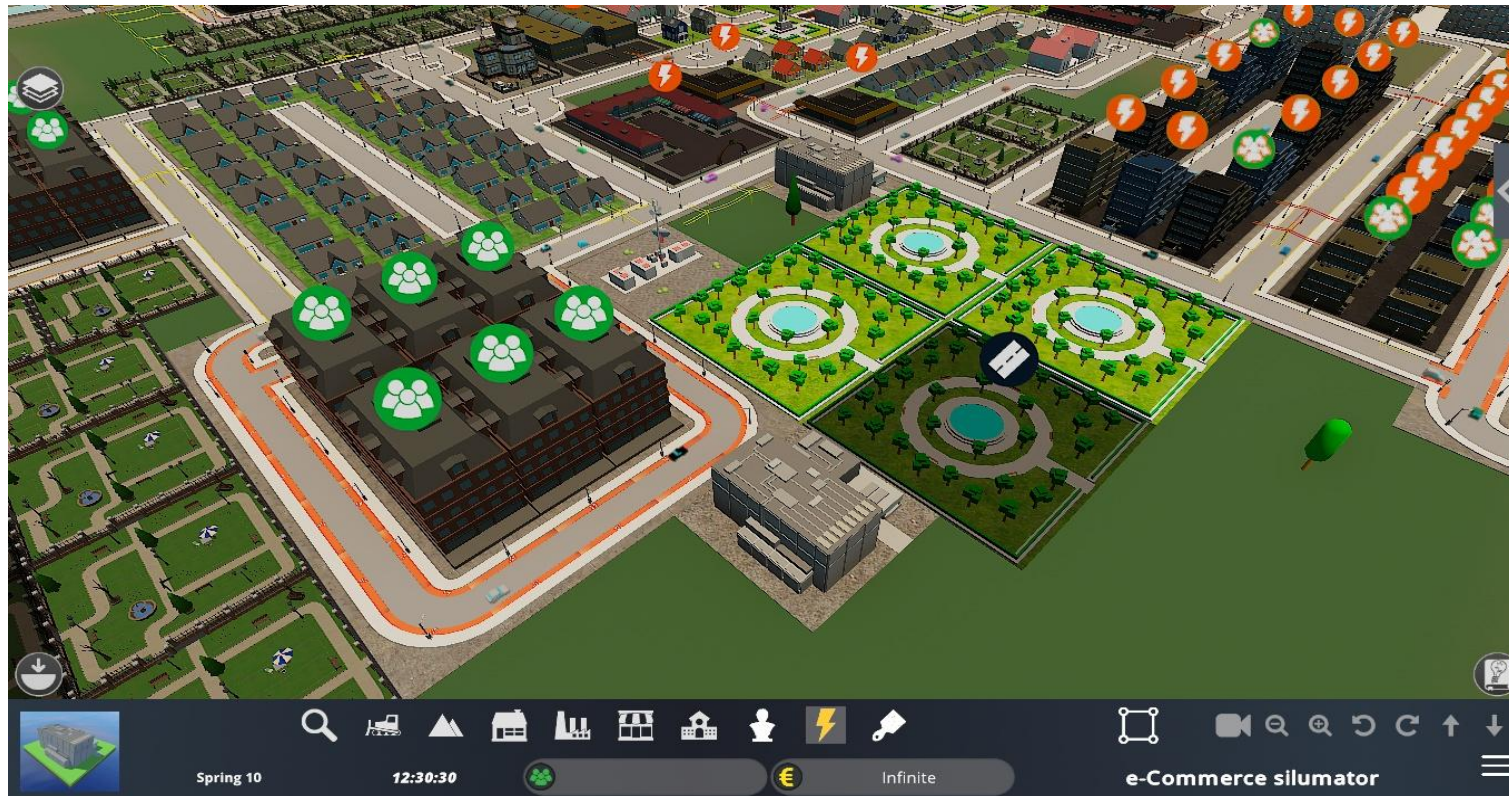
- Parks and housing

- Museums and sports

- Hospitals and health clinics

- Universities and schools

- Internet service providers

- Energy infrastructure

Rolls of players and the collaborative, learning part

And choose the roll to play!

Start the game

Scenarios control the learning perspective and the rolls to be played

HERA

- Examples of scenarios:
    - On the road to a smart, sustainable city
    - Smart parking city
    - Festive lights
    - Covid scenario
    - Flood management
    - Olympic games
    - Etc.

- Link to HERA web-site: http://heraproject.eu

- Link to the HERA game: http://heraproject.eu/index.php/2021/01/29/new-version-of-hera-software-released-29-1-2021/

- Try out scenarios
  - Smart parking zdOHyLqa1x
  - On the road to a smart, sustainable city xKTrQiuPcg

- Link to survey: https://docs.google.com/forms/d/e/1FAIpQLSckfoTg8TipgWe6dU1g_tnGfQxQqzUcPt_bHLSwPmd3e26-Cw/viewform

Using a game for educational purposes – what do you think?