

Aestimator ludens: innovative game-centered approach to teaching

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Abstract:

There is a widespread consensus on the benefits of game-centered approaches to teaching. Despite "learning through play" being a consolidated and effective practice in education, creative disciplines are the prevalent employers of this method. This project aims to establish a new game-centered method within the Bachelor of Science in Surveying, more specifically in Building Design and Appraisal. Students will be directly involved in the game design. The project consists in the design and production of an educational game tool to be employed in teaching activities, as well having the potential to be digitalized and commercialized.