



**PRONTO?
SIG. MUSCHIO!**

Educational games
meet free software

Marco Amato

Schools that change



- From lectures to **active methodologies**
- The latter includes: roleplay, debate, board games, **videogames** etc.

Schools that change



- “Why not making an educational videogame that is also free software?”

Characteristics



- Theme: **misinformation**
- Target: 9-10 y.o.
- Budget: limited (<€10.000)

Characteristics



- Theme: **misinformation** → narrative game
- Target: 9-10 y.o. → colourful, known
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And the winner is...



Luanti

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Luanti



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Luanti

known



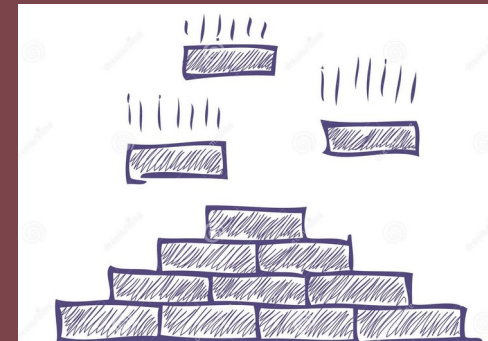
And the winner is...



Luanti

known

modular



Known



Known



Gina, impiegata delle poste

Hai un pacco da ritirare? **hic** Parola d'ordine

(Mmm...)

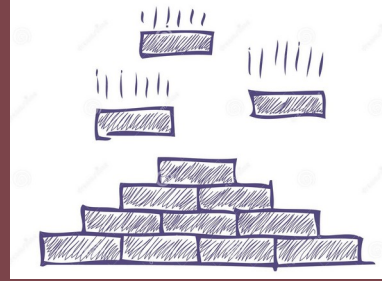
Art style



Art style

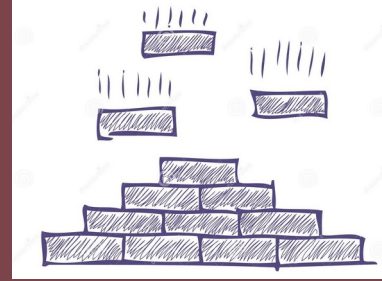


Modular



29 modules

Modular

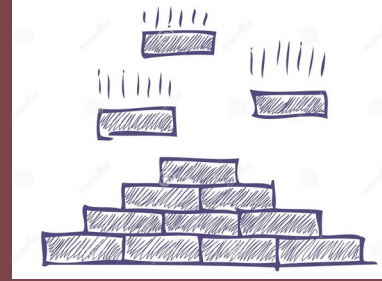


29 modules

23 pre-made

6 tailor-made

Modular



29 modules

23 pre-made

6 tailor-made

Some tweaked upstream → new
stuff for everyone!

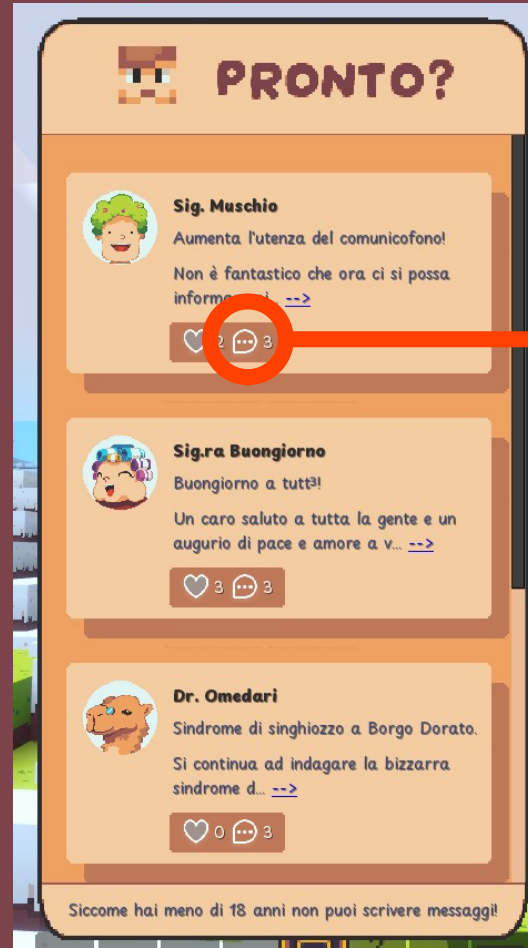
Misinformation



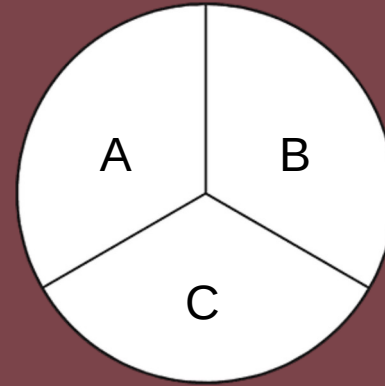
Misinformation



Misinformation



Plot



- Students split into 3 cities (can't communicate between each other)
- Mysterious hiccup epidemic in city B
- Rich tycoon, initially friendly, starts spreading fear and misinformation with his device

Features



- **Cooperative learning**, no competition
- Both the digital and analogue sphere are needed
- Online
- Narrative-based, cliffhangers
- Teachers/educators decide when to go on

Control panel



Lezione: 1

Capitolo 1 ?

Notte Alba Giorno

Capitolo 2 ?

(Avvia) Tramonto Riposo

Capitolo attuale: -1
Fase attuale: DEBUG
Possono accedere: NO
Connessi/e: 0

☐ Puoi rompere

Sistema PNG

Aggiorna

Connessi/e

Game phases

- Night → Sunrise → Day → Sunset → End



Game phases

• Night → Sunrise → Day → Sunset → End



Game phases



- Night → Sunrise → Day → Sunset → End



- Night: wait for the class, can pick a skin
- Sunrise: news on the device
- Day: complete quests around the city
- Sunset: Go back to accomodations

Game phases



Introduction



• Night → Sunrise → Day → Sunset → End



Debriefing

In conclusion



- Game to reflect on misinformation and the role that social networks and proprietary software have on it
- Currently used in some schools in Marche (Italian region)

Contacts



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Yours truly



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