



ABOUT THE PROJECT

The VRGreen Adventure project aims at fostering pro-environmental behaviors to students from an early age through the use of Virtual, Augmented Reality and Serious games.

During June and July, the VRGreenAdv partners presented the VRGreen Adventure Serious Game to **more than 400** teachers, counselors, stakeholders, students in the national events/workshops on the serious game.

The workshops were **held both in-person** at the participating schools **as well as online**. The workshops presented the VRGreenAdv project, its objectives and all the materials and results developed.



The VRGreenAdv game was then presented to the participants. The VRGreen Adventure project aims to foster pro-environmental behaviors in students from an early age using Virtual Reality, Augmented Reality, and serious games. Key features include **an Augmented Reality Environmental Hero** that guides players on eco-adventures by flying alongside them as they move their phones. The project offers seven thematic eco-adventures with rich narratives designed to educate and raise eco-awareness. Interactive gameplay options within each theme include 360-degree virtual explorations, educational eco-quizzes, and memory match games, all aimed



at reinforcing environmental concepts through engaging and thought-provoking activities. Additional features include immersive soundscapes with a mute option, achievements and eco-rewards to motivate players, and daily engagement notifications to encourage ongoing participation in eco-adventures.



Participants in the various workshops praised the game's **innovative approach** to fostering environmental behavior among students through immersive, interactive experiences. The game's ability to engage students in learning about green practices and emerging green occupations in a fun and captivating way was highlighted as a significant positive aspect. The functionality of the game, including its realistic scenarios and user-friendly interface, was well-received, with many educators expressing enthusiasm about integrating it into their curricula to enhance environmental education.

Constructive feedback was provided to enhance the VRGreen Adventure game. Key recommendations included expanding the game's compatibility to a wider range of devices to ensure accessibility for all students. Additionally, it was suggested to diversify the environmental scenarios and interactive challenges to keep students engaged. Older students recommended incorporating more challenging activities that are age-appropriate for those over 13 years old.

Join us on this exciting journey to inspire and educate the next generation of eco-heroes. Try out the VRGreen Adventure game with your students.

Download the VRGreenAdv game [here](#).



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