

PROJECT PIV - 24

GÉOÉDUC3D - GEOMATICS FOR GAMING AND LEARNING



Even though the democratization of geomatics products is growing, geomatics is generally unknown as a discipline. In this context, raising awareness among teenagers that geomatics is omnipresent in their daily activities is of great importance. To be effective, raising awareness should ideally be tied into the educational and gaming activities of this young, remote control-oriented and click-happy public. This approach should highlight, in an illustrative and interactive way, the effectiveness of geomatics in helping them to understand the complex world in which they live.

From this perspective, GeoEduc3D project aims at designing educational games centered on geospatial technologies and exploring thematic issues relevant to the young adult public: climate change; sustainable development. GeoEduc3D intends to design and implement a set of learning tools allowing to enrich - to augment - the player experience (i.e. learning while playing) through an immersive, reactive, interactive game. The global objectives of the GeoEduc3D project are: 1) knowledge advancement in geomatics, especially in its mobile capacity: this will be conducted by confronting mobile geomatics to an application field (i.e. video games) with strong constraints from the technological and usage perspectives; 2) geomatics democratization while highlighting to users the effectiveness of geomatics for understanding the world in which they live.