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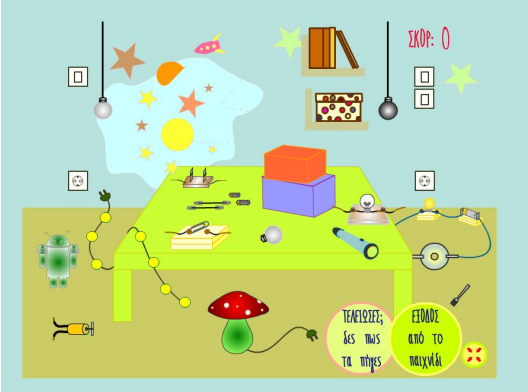
Ilektrodomatio (Electroroom)

an interactive game for learning about electricity

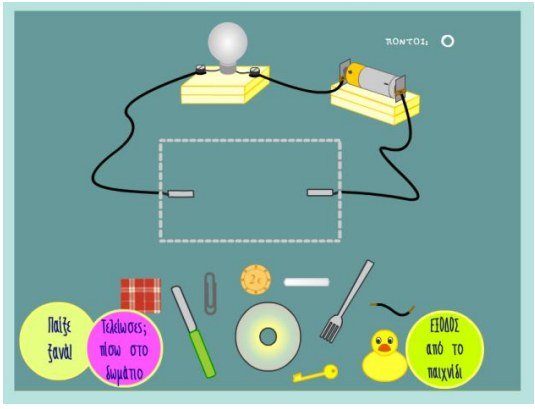
http://users.sch.gr/mtomara/ilektrodwmatio.html



The Ilektrodomatio (Electroroom) game for learning has been developed by Panagiota-Marina Tomara, MSc, MEd, in the context of her Master's thesis in the Joint MEd on ICT for Education (http://www.icte.ecd.uoa.gr), under the supervision of Assistant Prof. Dimitris Gouscos and Prof. Michalis Meimaris.

The Ilektrodomatio game results from an effort to implement a realistic interactive environment that simulates a real-world laboratory of electric circuits. The game is designed according to a discovery-based approach to knowledge, and incorporates features resulting from constructionist theories for learning. Its prime objective is to encourage learning through entertainment, and to this end it includes a large number of experiments, involving everyday life objects and appliances rather than laboratory-style experiments.

The game is mainly intended for 11-12 y.o. students and intends to comply to the electricity subject matter of the official Greek curriculum for sciences in the 5th grade of primary school.



The Ilektrodomatio game has been developed on Macromedia Flash CS4, as a standalone application built on the ActionScript 3.0 programming language. All graphics are 2-dimensional and have been designed using Macromedia Flash CS4.

The game is freely accessible on webpage http://users.sch.gr/mtomara/ilektrodwmatio.html and has attracted more than 2,000 visitors as of March 2013.

For more information about the Ilektrodomatio game and other similar projects of researchers of the Laboratory of New Technologies in Communication, Education and the Mass Media please check the website of the Lab's Digital Games and Digital Media for Learning research group.