



## LO, a digital game for the water cycle

<http://users.sch.gr/smayroudis/lo/>



The LO game for learning has been developed by [Xaris Mavroudi](#), 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](#).

Lo is a digital game for learning intended to familiarize preschool and early primary school pupils with the water cycle. Conception and

design of the game has been based on presumptive learning theory, with the objective to arouse the curiosity of children and challenge their ability to connect different forms of water with their everyday life experience, and thus arrive at conceptualizing the entire water cycle.

The game has been developed on Macromedia Flash, in a modular architecture consisting of five modules that correspond to different parts of the water cycle. There are modules dedicated at reflecting about what happens when water falls to the ground, how the water travels through the soil, how it arrives at sea, what happens when it evaporates and goes up to the sky, what happens when it falls on the mountains in the form of snow.



All the scenes and graphics of the game have been created using hand-made animation, with materials such as paper, ropes, modeling clay, as well as some drawings, with a twofold objective: develop game aesthetics that appeal to children, and at the same time demystify in their eyes the process of building a digital game and the freedom to realize their ideas.



For more information about the LO 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](#).