

ecoKtima, a new contract for experience and learning

<http://www.ecokthma.com>



The ecoKtima project has been conceived by a team led by [Maria Filippi](#), in the context of her studies in the Joint MEd on ICT for Education (<http://www.ict.ecd.uoa.gr>), under the supervision of Prof. [Michalis Meimaris](#) and Assistant Prof. [Dimitris Gouscos](#).

The ecoKtima project, which is physically based on a farm located in a rural area some 25km outside Athens, Greece, aspires to offer a new contract for experience and learning, overcoming two important dichotomies: the one between learning and play, and the one between natural and digital environments.

The ecoKtima facilities have been constructed as a traditional farm, augmented with digital media (wi-fi access, web cameras, QR codes, mobile devices) that allow to design and deploy applications delivering a hybrid experience while interacting with the natural environment and digital media at the same time.

These capabilities support deployment of pervasive playful experiences, based on combinations of handheld devices, locative applications, digital games and physical outdoors play, which can in turn support scenarios for learning while playing and playing while learning. On top of that, ecoKtima offers a number of capabilities such as adopting and cultivating a farmyard, which can support re-connecting with nature and the environment and re-discovering a natural course of life.



The online presence of the ecoKtima project is accessible on <http://www.ecokthma.com>.

For more information about 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](#).