

Department of Biological and Environmental Sciences  
and Technologies  
University of Salento  
73100 Lecce  
Italy  
researchgameproject@unisalento.it  
Tel. +39 0832 29 8606



This project has been funded with support from the European Commission.  
This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



[www.researchgame.eu](http://www.researchgame.eu)



Challenge your skills in the field of Scientific Research and Biodiversity with The Scientific Research Game, an online game addressed to students from 10 years old coming from all over Europe!

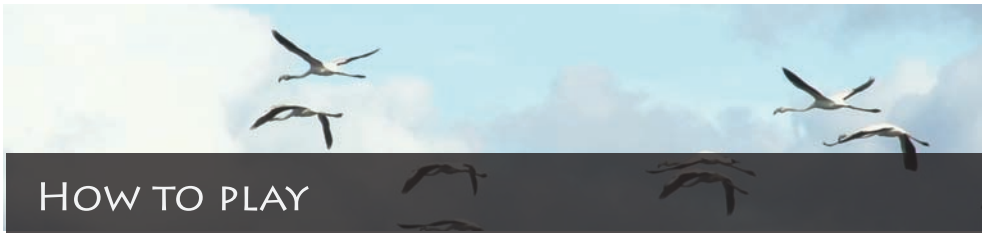




## THE GAME

The game consists in two phases:

1. 'Carry out a research project' - optional -during which students will run a scientific project in their school
2. The online competition



## HOW TO PLAY

It's easy to play!

Each school shall create a team composed by a teacher/mentor and a number of students, and register it on the project platform.

Please visit [www.researchgame.eu/platform](http://www.researchgame.eu/platform)



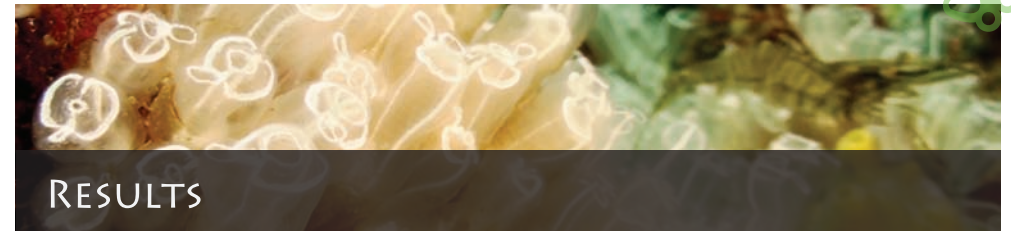
## THE RESEARCH PROJECT

During Phase 1 each team shall carry on a research project in the field of biodiversity, as a desk study, in a laboratory or on the field, and post a report (video, poster or document) on the platform.



## THE ONLINE COMPETITION

During this phase, schools from all over Europe will play the video game produced by Research Game, competing on the theme of biodiversity and showing to be able to apply the Scientific Method. Try the first video game on [www.researchgame.eu/platform](http://www.researchgame.eu/platform).



## RESULTS

The final score will be the sum of the evaluation of the research project (phase 1, 30 points max.) and the result of the online competition (Phase 2, 70 points max.)



## AWARDING CEREMONY

Final awards and special prizes for the best teams have been distributed during the Awarding Ceremony in Lecce, Italy, on May 22nd 2014.

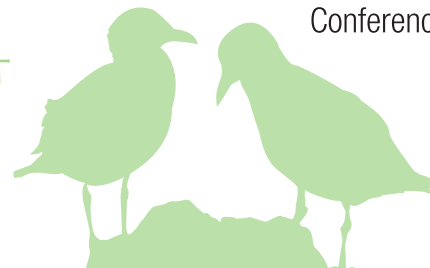
See you next time in Rome for "Ecology at the Interface", the 2015 EEF Conference

OBSERVE

STUDY THE SUBJECT

ASK A QUESTION

FORMULATE AN HYPOTHESIS



DEFINE THE EXPERIMENTAL DESIGN

ANALYSE THE DATA

COMMUNICATE THE RESULTS