



Escape game as an edutainment tool to communicate natural risks related to future sea level changes

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Rationale for the escape game on cryosphere

 **Funding & tender opportunities**
Single Electronic Data Interchange Area (SEDIA)


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Oct 27, 2017
The changing cryosphere: uncertainties, risks and opportunities
ID: LC-CLA-07-2019

Focus area: Building a low-carbon, climate resilient future (LC)
Type of action:

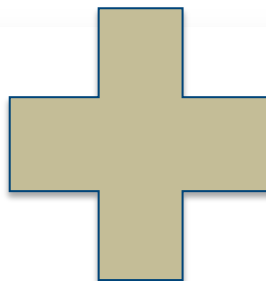
RIA Research and Innovation action	Deadline Model : two-stage	Opening: 14 November 2018	Deadline: 19 February 2019 17:00:00 Brussels time 2nd stage Deadline: 04 September 2019 17:00:00 Brussels time	Open
CSA Coordination and support action	Deadline Model : single-stage	Opening: 14 November 2018	Deadline: 19 February 2019 17:00:00 Brussels time	Open

Horizon 2020  Horizon 2020 Website



Master in
Comunicazione della Scienza
"Franco Prattico"

mcs.sissa.it



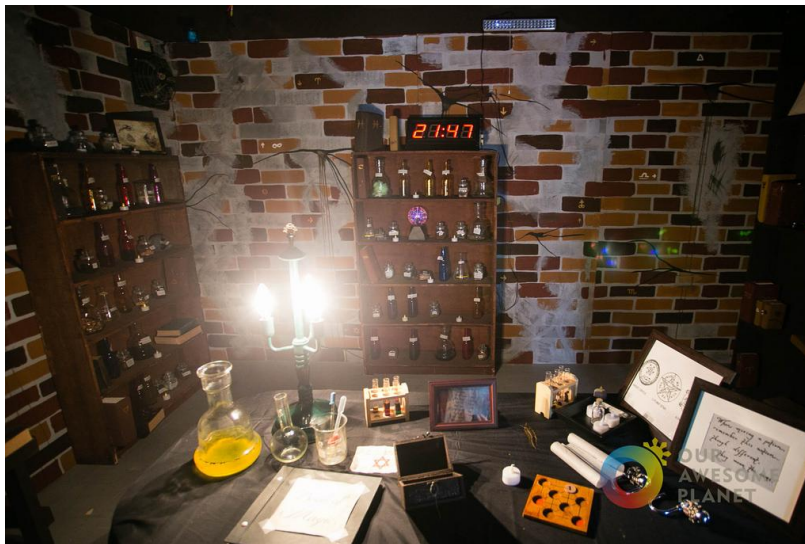
**Advanced Master
in sustainable Blue Growth**





Escape game

“live-action team-based games where players discover clues, solve puzzles and accomplish tasks in one or more rooms in order to accomplish a specific goal (usually escaping from the room) in a limited amount of time” (Nicholson, 2015).



Anton Diaz - WORLD OF WIZARDRY: Mystery Manila's Harry Potter-Inspired Mystery Room - Flickr



H.E. Smalley – Escape: The Curse of the Temple. Flickr



Scope of the edutainment initiative



Rise public awareness on



Decarbonization



Sea level rise



Adaptation and mitigation



Knowledge on climate change



Team working skills



Familiarity with science

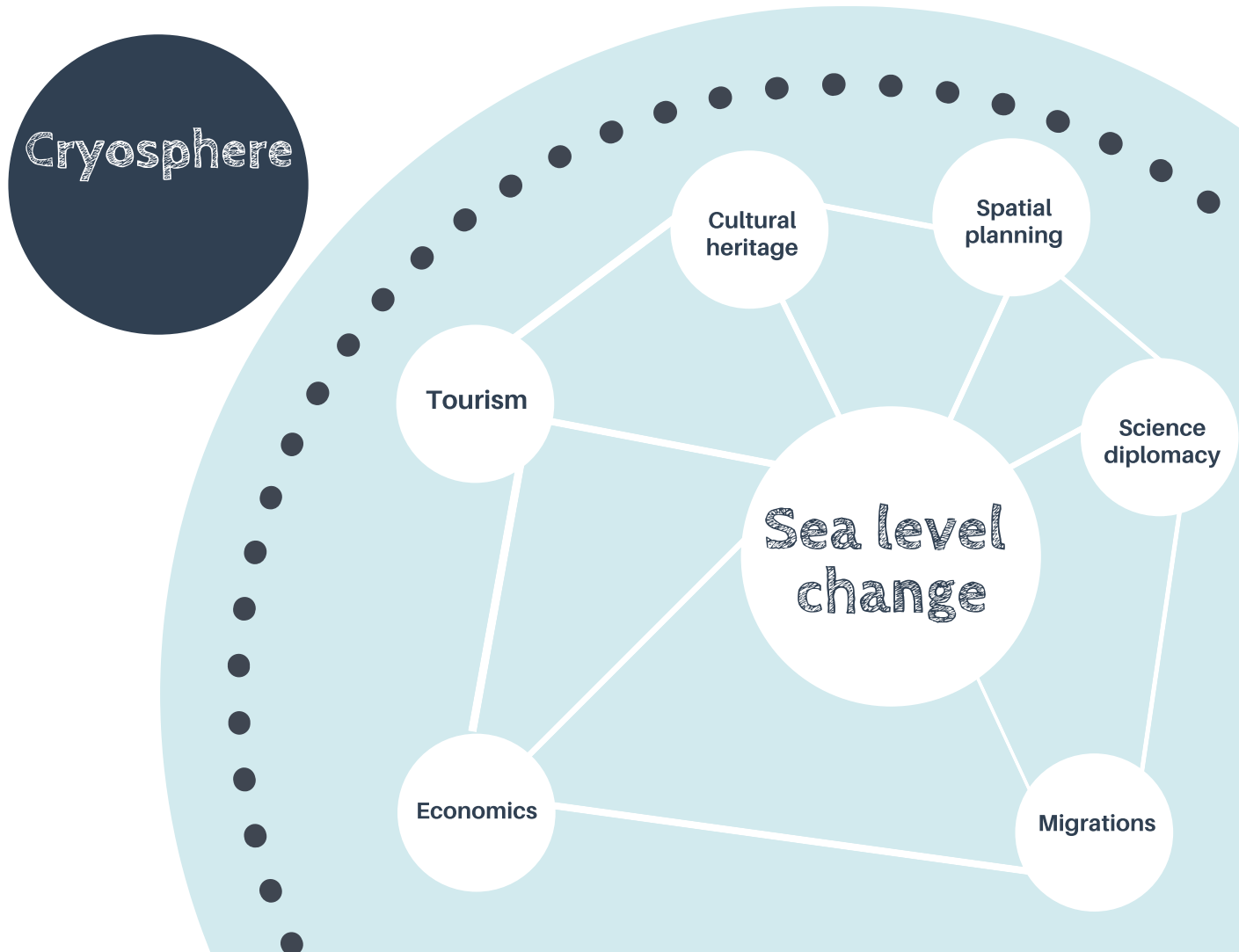


Scientific careers promotion



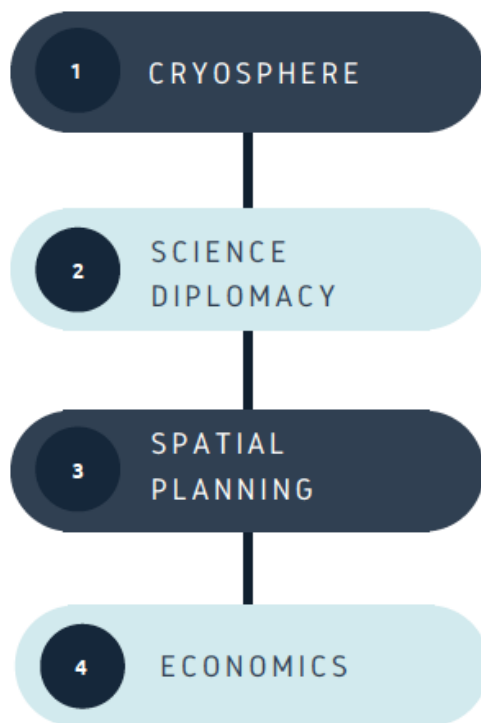


Framework





Game path



ESCAPE GAMES (EG)
SWOT and solutions
analysis

INTERNAL

EXTERNAL



Prototype...! Escape game on plastic with a high school in Trieste (30.01.2019)





Thank you!

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