



Cities Going Green: Development of a Green and Smart City

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In a world where sustainability is increasingly crucial, educating future generations about its relevance is essential. That's why several schools in Spain, Poland, Cyprus, Greece, and Estonia have participated in an Erasmus+ project called "CITIES GOING GREEN." This proposal aims to promote sustainability in primary school classrooms through gamification, an educational strategy that uses game elements to motivate and engage students.

The final product of this project is a digital game application designed for children to create and manage their own city sustainably. Equipped with various virtual currencies, students must make strategic decisions to improve energy efficiency, reduce waste, and promote eco-friendly practices. Each positive action translates into tangible improvements in their virtual city, while rewards and rankings add a competitive and motivating element.

Since its implementation, "CITIES GOING GREEN" has had a significant impact. Students have shown increased interest in sustainability and have developed skills for making informed decisions. Moreover, the game has fostered collaboration and teamwork among children, who must join forces to enhance their virtual city.

But the project hasn't only benefited students. Events have been organized at each participating school to introduce the application and share experiences with other teachers. These events have provided an excellent opportunity for idea exchange and collaboration among educators, thereby strengthening the educational community.

The implementation of the game in schools has been enthusiastically received by both teachers and students. The application has proven to be an effective tool for engaging students in sustainability topics in a fun and practical way, while providing teachers with a new approach to addressing these issues in the classroom, fostering active and participatory learning.

