





ABOUT NEWS & OUTREACH PUBLICATIONS POLICIES PROJECT ACTIVITIES PARTNERS



Subtask 1.4.3
Playing *scientific game* to help the protection of the Mediterranean Sea





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MARINE PRESSURES

AMONG THE MOST RELEVANT ANTHROPOGENIC PRESSURES THERE ARE:



OVERFISHING



ALIEN SPECIES



MARINE LITTER

EUTROPHICATION



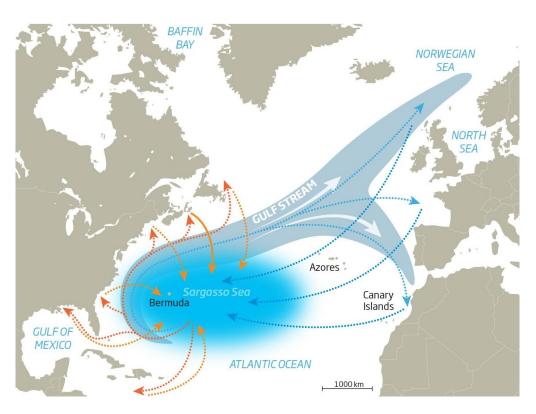


UNDERWATER NOISE





... for example the marine litter ...



The world produces 300 million tonnes of plastic a year. There are 5 trillion pieces of plastic in the ocean, and 90% of seabirds have swallowed plastic.

The first report of plastics litter in the oceans dates back to 1970.

Actually, the Great Pacific Garbage Patch, also known as the Pacific trash vortex, spans waters from the West Coast of North America to Japan (from 700.000 km² to more than 10 millions km² including more than 3 millions tonnes of waste).



WHAT WE CAN DO?

INSTITUTIONS

LEGISLATION

Marine Strategy Framework
Directive

ACTORS

STAKEHOLDERS

Take part in decision, provide results etc.

SCIENTISTS Research activities and Citizen Science



INSTITUTIONS

LEGISLATION

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ACTORS

We are here

SCIENTISTS

Research activities and Citizen Science

STAKEHOLDERS

Take part in decision, provide results etc.



SCIENTISTS

DISSEMINATIONS

Actions to disseminate the results of a research TARGET:

scientific community

TOOLS

BDIUSATION We are here

Teaching

activities

TARGET: student

COMMUNICATIONS

Information and promotion activities to increase the visibility of a research

TARGET: public society



WE PROPOSE A SCIENTIFIC GAME APPLIED TO SEA ISSUES



Marine Strategy Framework Directive

The Game has been planned to arouse interest of students and citizens on the protection of the sea in European area





MEDREGION PILOT GAME DEMO

A new online game is planning in MEDREGION PROJECT

Here we are presenting the game demo











Coast Guard

Fishermen

Environmental organizations



MEDREGION GAME DEMO

The working team of the University of Salento presents the Research Game Demo in order to test the deliverable before the large-scale pilot across Europe. They will contact stakeholders, test the mini-game and take a feedback through pilot questionnaires (see attached file) used as a guide through the validation process of the pilot.

The next pages introduce you to general technical aspects.







GAME DEMO TECHNICAL INFORMATION

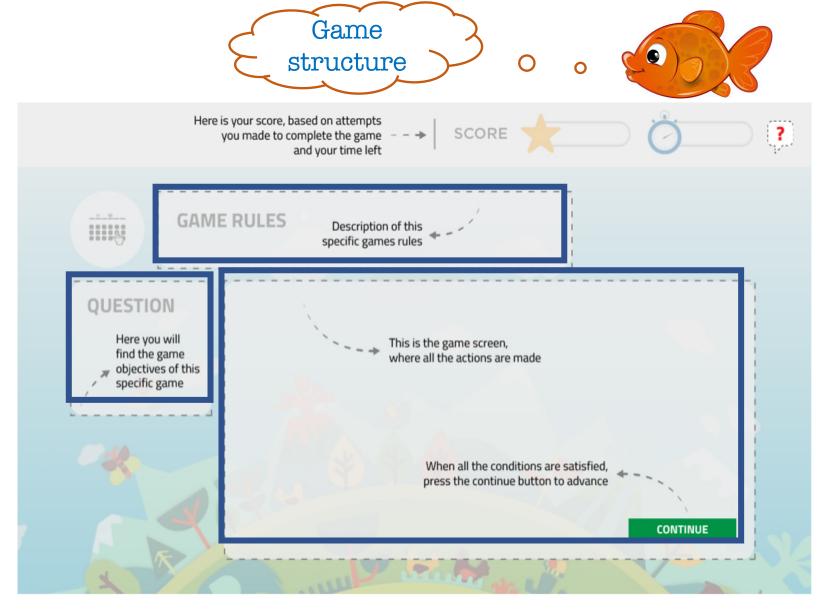
The player has to cover three mini-games and three different objectives are to be reached.

The mini-games are about the MSFD and aim at improving stakeholder knowledge on marine issues and promoting the protection of the sea.

The mini-games have a fixed structure presented in the next page.

The game-demo will be tested in Italy and interested partners are welcome to participate.









MEDREGION

THE RESEARCH GAME

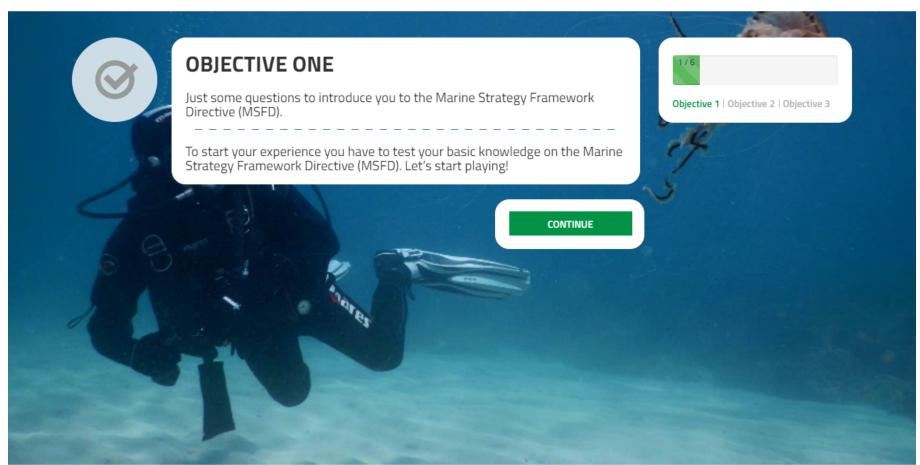
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SCORE













MEDREGION

THE RESEARCH GAME

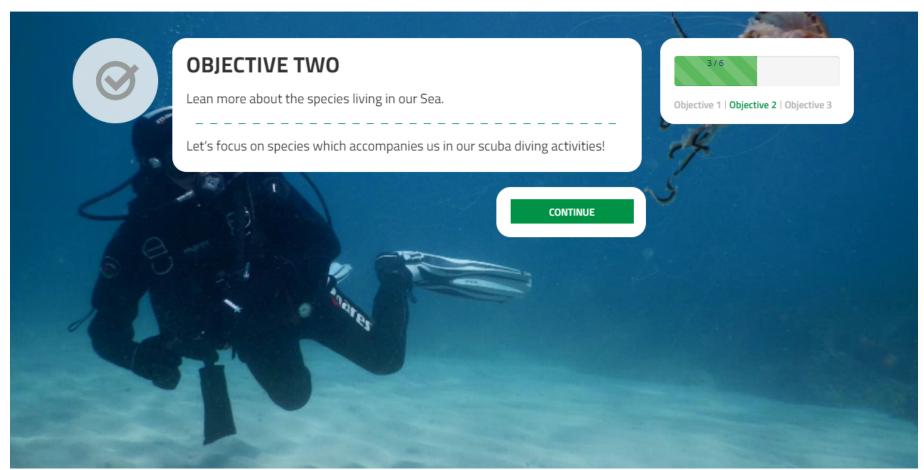
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SCORE













MEDREGION

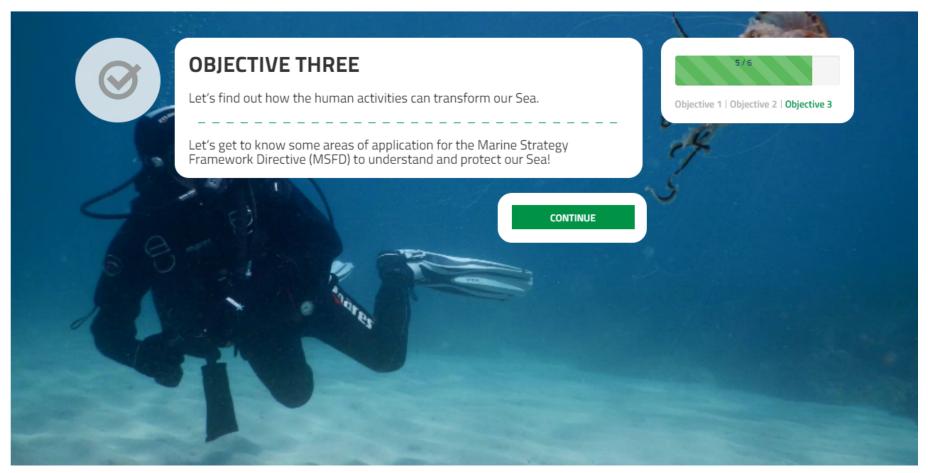
THE RESEARCH GAME

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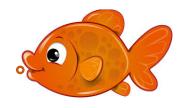








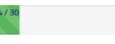






GAME RULES

Identify the exact word by guessing letters in the answer



М

Objective 1 | Objective 2 | Objective 3

QUESTION

The Good Environmental Status can be to achieved following 11:



+ 16

CONTINUE

