

ECOGAME

Target groups

Civil society / citizen

Area of application

The project was developed in Switzerland, however the games are taking place in urban areas widespread all over the Alpine area. This includes cities of Switzerland, Germany, Austria, Italy and France.

Time frame

The game activities were held throughout the year 2010. The results, which can be considered as the reaction of people on public games, can change in time. That can cause different awareness towards certain topics or a higher familiarity with games involving the public.

Keywords

connectivity, biodiversity, protected area, ecological, special conservation Zones (SCZ), knowledge transfer, eco-innovation green learning; ecological continuum, game, public relation, distribution and migration of specific key species (SMA)

Accessibility

Ecogame is open accessible

Transferability and re-usability

The games used in Ecogames are transferable also to other places outside the Alpine Space. The method of mediating new information and creating interest for sensitive topics can be reused also considering topic unrelated to the Alps.

Sector policies addressed

These games should as well serve the public sector “to demonstrate the need for connectivity across the Alps as well as exploring the best options for coordinated action and the development of innovative tools to promote ecological connectivity” (ecconnect Webpage/Home) social inclusion, education, environment, protected areas

From:

<http://www.wikialps.eu/> - **WIKIAlps - the Alpine WIKI**

Permanent link:

http://www.wikialps.eu/doku.php?id=wiki:in_depth_information_on_ecogame

Last update: **2014/12/11 17:18**

