Bauhaus-Universität Weimar

GeoGame

Somayeh Jamalifard Emma Laura Gonzalez Flores "I hear and I forget. I see and I remember. I do and I understand." - Confucius



Our Project is about making an Interactive map game that develops an educational goal. With this game system students and children will not only learn the name of the Countries and their Capitals, but also learn the Countries geographical location in the planet.

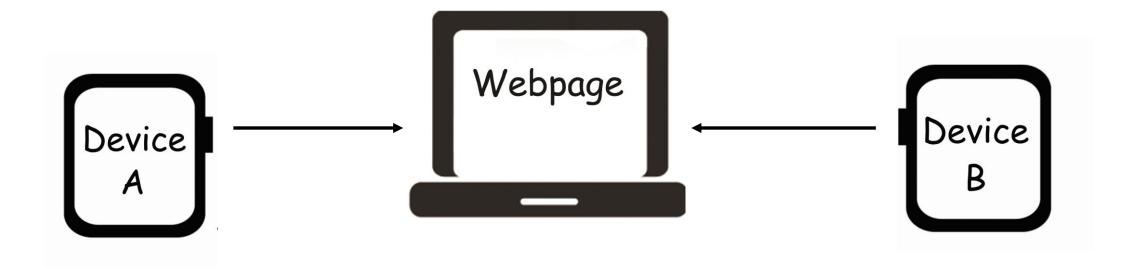
We fusion The Tactile (Kinesthetic) and Visualizing learning styles for this game set development, the main characteristics of this styles are:

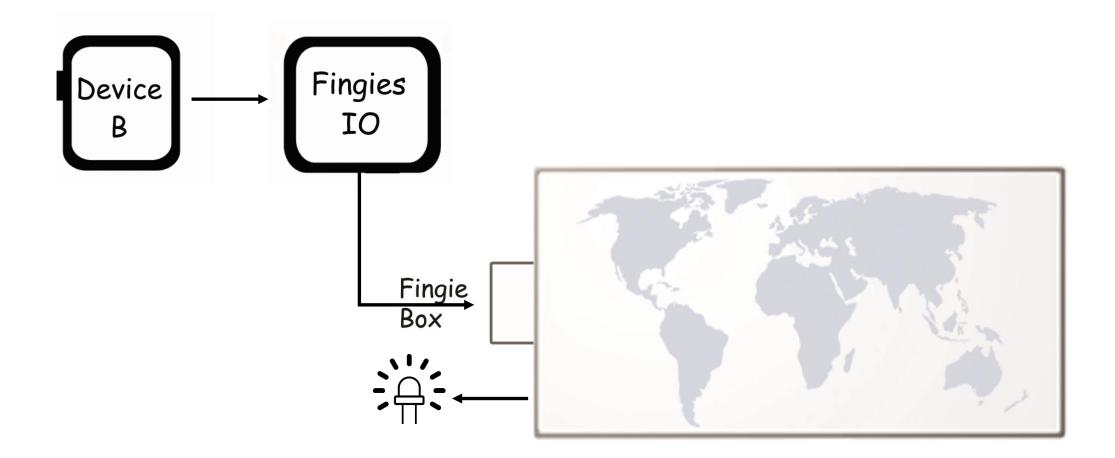
- Kinesthetic:

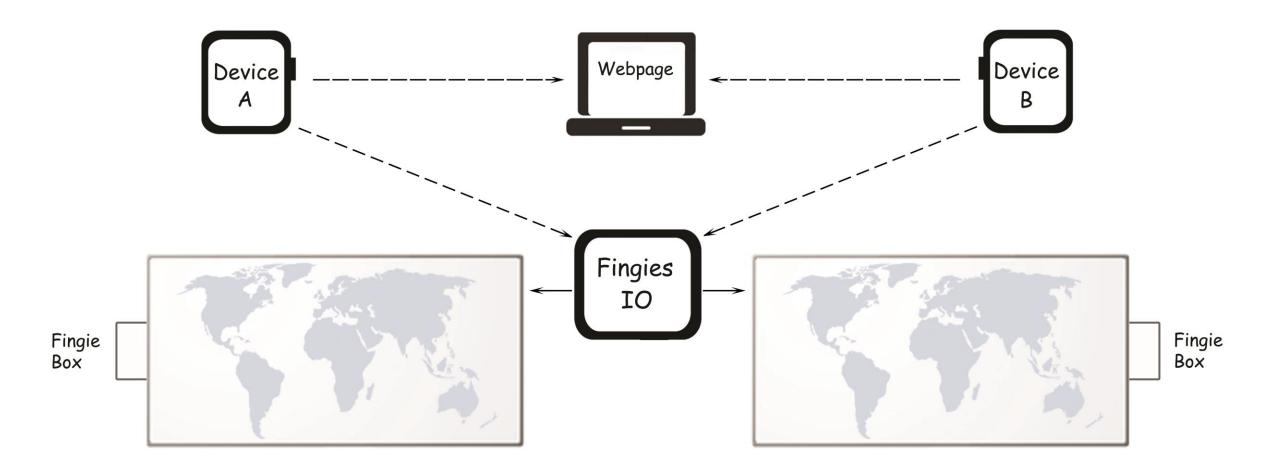
The students learn best through gestures, body movements, object manipulation and positioning

- Visualizing:

The students learn best through picture, shapes, sculptures and paintings







Game set includes :

- 2 Iconic Map Boards with LEDS in each Country
- 2 Fingies box (one per map board)
- Access to Website's programmed game
- Connection to Fingies IO

