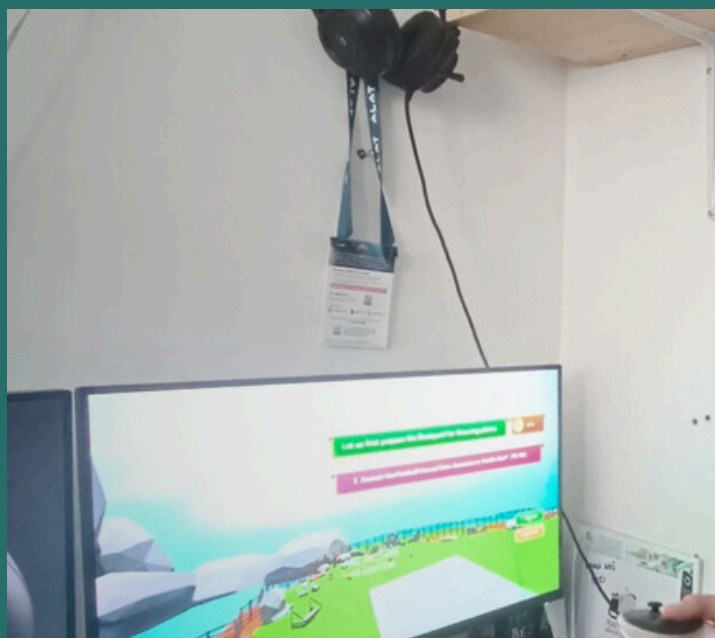


VR4CLIMA NEWSLETTER #2

VR4CLIMA.EU



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3d Game on sustainable school playgrounds

There have been delivered 2 versions of the Game: the PC Version and the VR Version.

The PC Version works in PCs and laptops and students create their school playground in a 3D environment.

The VR Version works with the use of VR Headset (Meta Quest 2 or 3) connected to the computer with a cable.

Top News

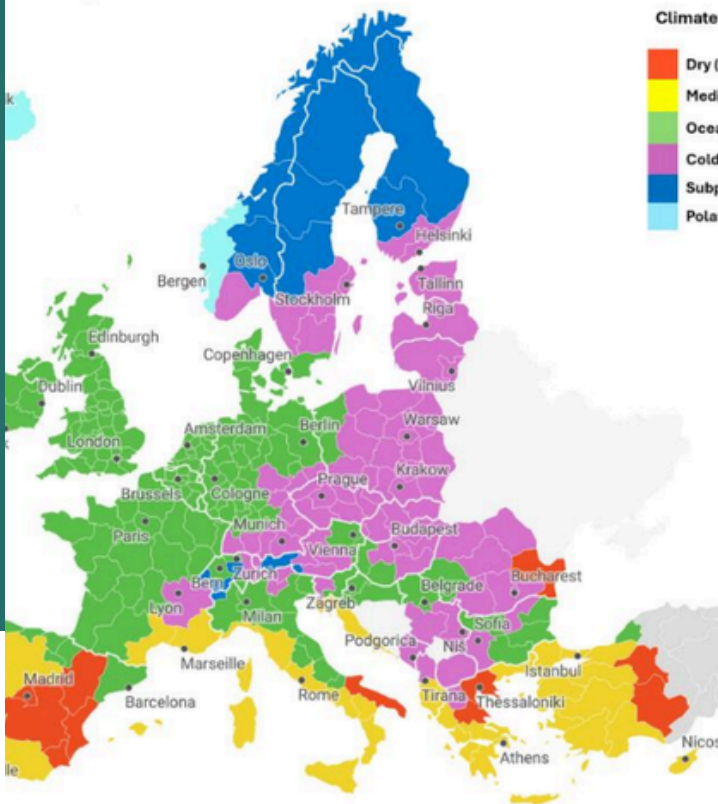
3d Game Launch: PC Version and VR Verion of the Game have just been released

Europe's Climate Map for Students: helps students understand Europe's climate zones



Dissemination Events

01/02



European school climate chart

A student-friendly map has been designed to help young learners understand Europe's climate zones and how they vary across different regions. The project also helps students and educators learn about the fundamentals of climate science, including climate classification and the key risks posed by climate change in different regions

Presentation of the 3D Game in International Conferences

- The Regional Directorate of Education of Central Greece, associated partner to VR4Clima, presented the VR Game at the International Conference "The 17 SDGs in Education" held in Kastoria, Greece, 4-6/10/2024
- The Center for Promotion of Science, Serbia, presented the VR Game at the 18th European Conference on Games Based Learning, held in Aarhus, Denmark, 3-4/10/2024

Meet our Scientific Coordinator



Professor Athanasios Kakarountas is the Director of the Department of Computer Science and Bioinformatics of the University of Thessaly.

He is also the Director of the Intelligent Systems Laboratory (ISL Lab) of the same University