



NATURE PROJECT

The Nature project

Will develop an experiential learning intervention for building the capacity of higher education students to adopt responsible behavior on natural resources management and to design solutions for environmental sustainability in everyday and professional activities.

Target groups

- Higher education students
- Higher education instructors and organizations.
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Duration

24 months :
1/11/2021-31/10/2023



Project context

The responsible management of natural resources, including land, water, air, minerals, forests, and biodiversity has a direct impact on the preservation of the natural environment and the quality of life of present and future generations. It creates a balance between social, economic, and environmental factors. It leads to the well-being of people and communities, the preservation of jobs, and the protection of biodiversity. Sustainable natural resource management is of high priority in the 21st century as it can contribute to the avoidance of land degradation, the avoidance of desertification, the mitigation of climate change, and more. Achieving sustainable natural resource management starts with awareness-raising and education. While digital tools do exist for contributing to natural resources management more can be done for enriching environmental education through digital technologies.





Project partners

Contractor: Latvia Culture college (LV)

Partners:

University of Thessaly (GR)
Tallinn University (EE)
EU-TRACK (IT)
Virtual Campus (PT)
Universida de Vigo (ES)

More information:

FB: @natureprojectEU



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Project outcomes:

- an active, game -based methodological learning framework for capacity building in water resources management
- Digital learning games and learning activities targeting student, building awareness, green skills and competencies on responsible natural resources management
- Instructional support targeting educators, facilitating the integration of digital learning games in environmental education

Current activities :

- Undertaking an international survey for development An active, game-based methodological learning framework for capacity building in water resources management
- Creating of first visual and technical characteristics of 3D game
- Development of project website

