



A-AAGORA – DEMO-PT MINI-GAMES SESSION

HIGHLIGHT VI



On 8, 15 and 22 May 2025, interactive sessions were held in Figueira da Foz, Aveiro and Peniche with 132 students, who explored the digital games of the A-AAGORA project.

The digital games are one of the activities part of the solution to reduce marine litter through behavioural change, with the aim of involving the local population in the process of coastal protection and restoration.

The digital games combine the mechanics of the classic strategy game 'Cluedo' with ecological and cultural narratives adapted to Norway, Ireland, and Portugal.

The objective in the game

Players are challenged to solve “mystery cases” linked to climate-induced environmental problems in these coastal regions. The central educational objective of the game is to promote community cooperation and resilience.

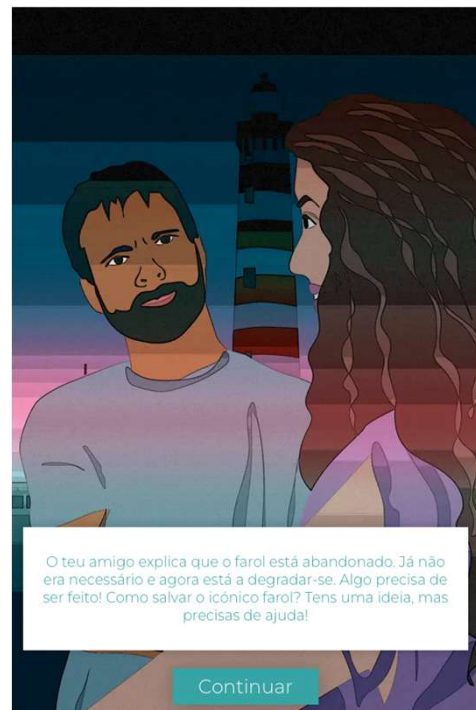
Structure of the sessions

These sessions in schools were intended to explore how digital games can be used as learning tools and, at the same time, to gather feedback from students about their experiences with them for future improvements.

The sessions were divided as follows:

- presentation of the project by the researchers (5 minutes),
- use of the games by the students (30 minutes),
- completion of a questionnaire about the games (5 minutes)
- group discussion (15 minutes).

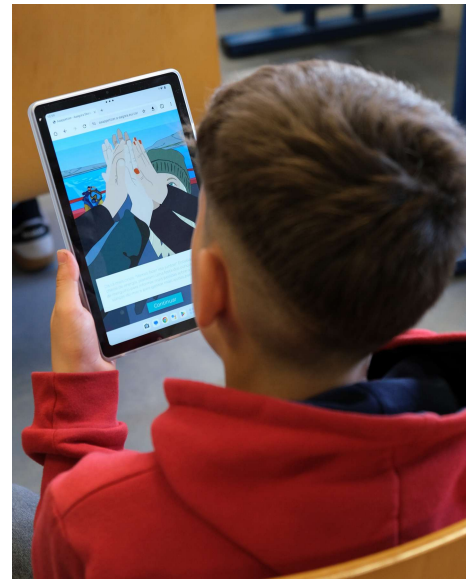
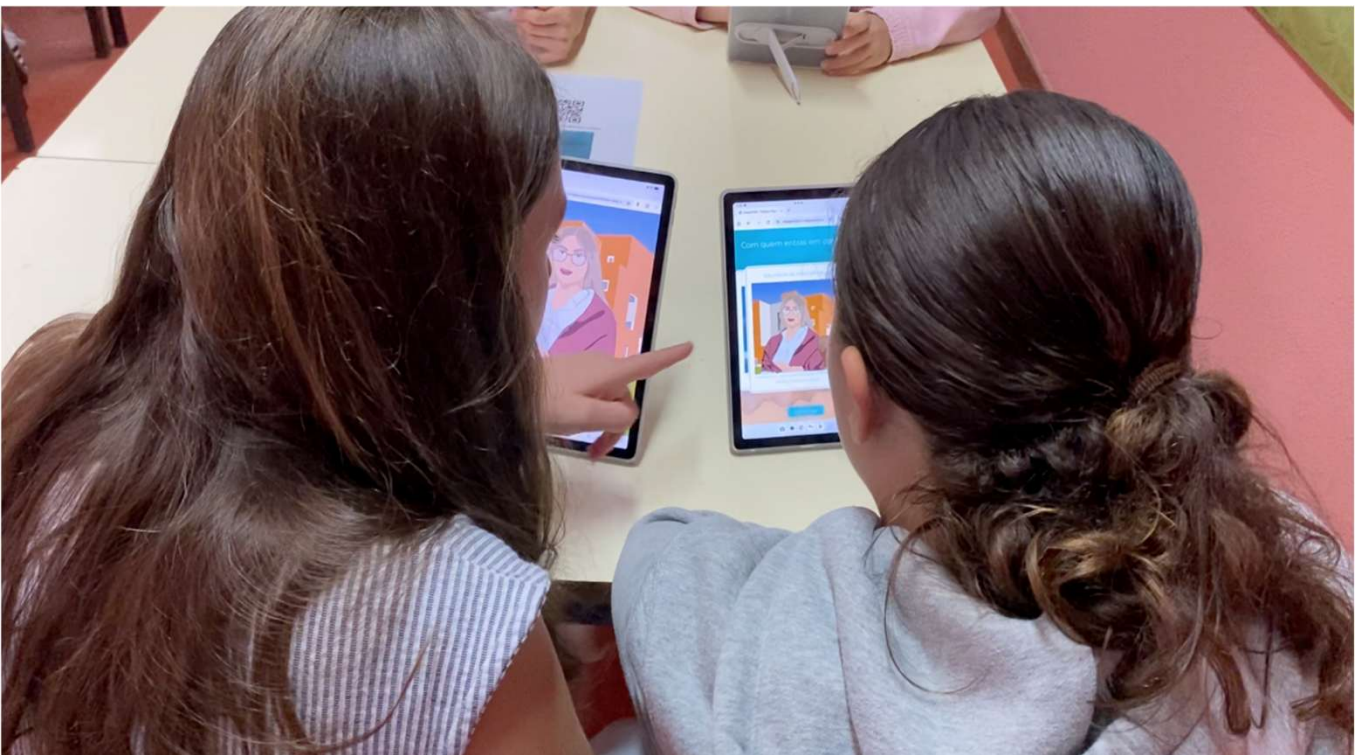
Teachers interacted throughout the process. Authorisation and informed consent were obtained from parents or guardians for students to participate in the session.



DEMO-PT Digital Games

Digital games promote ocean literacy by presenting players with different mysteries to solve, while providing information on topics such as climate change and biodiversity. The DEMO-PT games are as follows:

- The Missing Seahorse – how to save seahorses in the Central Region of Portugal;
- The dark lighthouse – explores marine litter, decarbonisation and climate change, introducing the Lighthouse as a symbol of the region;
- Watching seeds – present the themes of restoration of seagrass beds, biodiversity, and technology.



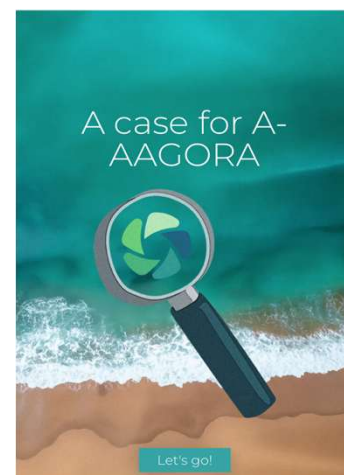
Want to know the game?



<https://aaappetizer.a-agora.eu>



<https://a-agora.eu>



At the end of the activity, students were asked to evaluate the session. The results are shown in the following figure.



The team responsible for the Portuguese Demonstrator would like to thank the schools and students who participated in this study.

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