

# Engaging Kids with the Concept of Sustainability Using a Commercial Videogame-A Case Study

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## Extended Summary

This paper focus on the use of a commercial game, [COTS (Commercial off-the-shelf games for learning)], as a main motivating and educating tool, to do aware kids of 11 years old about the relation, between every day actions and activities with emissions. It also intends to prove that, with the use of the game achieved a satisfied level of modified behaviour towards the concept of sustainability by changing attitudes and taking actions. Furthermore, intends to introduce a method, who is related to the efficient implementation of COTS, in primary's school educational projects. It approaches the topic from theoretical point of view examine two critical dimensions: A. Commercial games use and their implementation in educational projects. B. COTS and their relation with concept of sustainability. Evaluating the education for sustainability, we introduce a model that describes the human being interactions between aspects of the real environment and the COTS digital environment. It also approaches the topic by the use of the commercial game "THE SIMS". That means that with the use of a simulation game, the pupils should create a simple model of life and manage it, realize their behaviour within the management of avatars life, comprehend the energy model of growth and its relation with their model of life and finally modify behaviours. The evaluation of the project has been done using a multi-dimensional research tools such as semi-structured questionnaire, focus groups and Likert-type questionnaire for attitudes measurement. The conclusions were very encouraging generally and they divided in three categories. Conclusions related to the game, related to the lesson plan and related to the attitudes. In a few words we can say that the project worked efficiently in attitudes change and in a considerable amount of cases in taking the willing actions.