



OUTREACH

GRAN SASSO VIDEOGAME

The first videogame set in the biggest underground astroparticle physics laboratories in the world, the INFN National Laboratories of Gran Sasso, was launched on may 27th on the occasion of the lab's Open Day.

Gran Sasso videogame is the result of cooperation between researchers, communicators and videogames developers, who have created a multi-platform product which can be accessed with a computer, tablet or smartphone: it is an instrument for active orientation, designed to bring students closer to the frontiers of physics and to the opportunities available through scientific careers. It is addressed to young people aged between 14 and 19, as well as to their teachers.

The videogame project is a result of the PILA (Physics In Ludic Adventure) project, financed by the Italian Ministry for Education, Research and University (MIUR), and it was conceived by joint cooperation between National Laboratories of Gran Sasso, the agency for scientific communication 'formicablu srl', the production company 'IV Productions' and with the support of INDIRE (the National Institute for Documentation Innovation and Educational Research). The videogame is available for free and students and teachers will test it in schools before the definitive version released. In this way the schools will be involved in an assessment pathway that will lead to optimising materials that can help to deal with physics in the classroom. This is a pathway that takes into consideration the need of tools that speak the language of the millennials, when creating new educational pathways and those for enhancing human capital. Within this context, Gran Sasso Videogame was selected among the 100 projects of the sustainable Italian Public. ■