A Location-Based Serious Game to Learn about the Culture

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In this paper we will introduce a location-based serious game, that is an integral part of the wider project "Matera Città Narrata", promoted by the Agency for the Promotion of the Region and the Department for Industrial Activity of the Region of Basilicata. This game, developed at the Institute for Educational Technologies of the Italian National Research Council, named O'Munaciedd, is an educational game that enhance and exploits the historical, artistic and scenic heritage of the Basilicata's region. Children take part in a treasure hunt to learn about the culture of Basilicata and improve their knowledge and ability by playing and observing the artistic heritage and the landscape of Matera City.

Children use handsets as a travel guide and game console. Thanks to real-time position localization in the treasure map, children will guide in a tourist route through the streets of the ancient city looking for clues. When they are approaching a historical site, where a clue is hidden, a Munaciedd challenge will automatically appear on the handset screen in form of quiz, mathematical and linguistic question and puzzles. Every challenge is a stand-alone game that was designed, according to well-known learning theory, to improve a specific competence or ability of the children.

O'Munaciedd, developed for iOS platform, is a game for children between the ages of 9 and 13.