Learning agroecology through the serious game SEGAE in an online lesson: unveiling its impact on knowledge articulation

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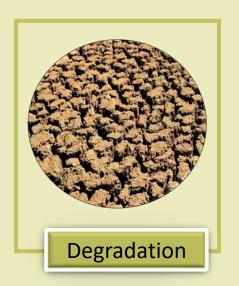


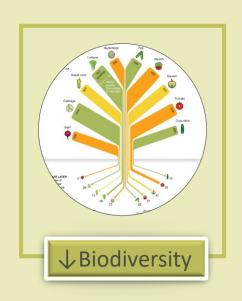


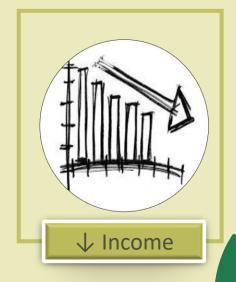




AGRICULTURAL CHALLENGES



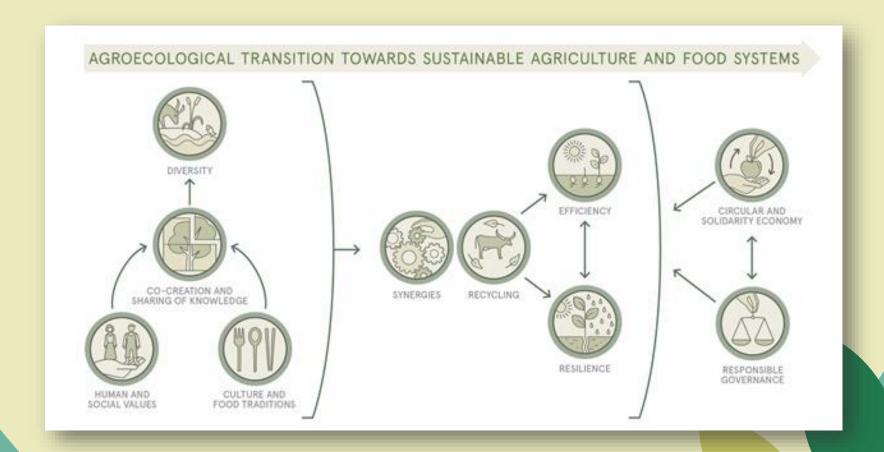




Campbell et al. (2017)



AGROECOLOGY



Source: <u>fao.org</u>



AGROECOLOGY



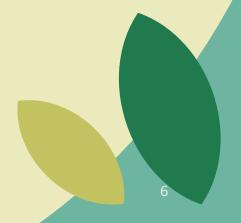
Source: fao.org



AGROECOLOGY

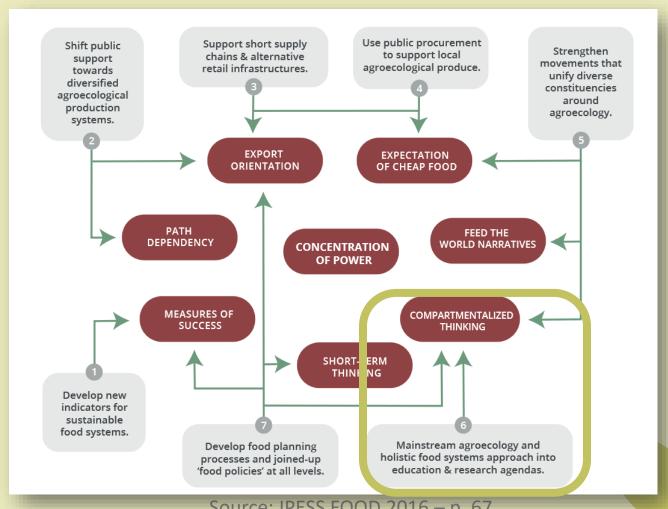
Commonly defined as "the ecology of sustainable food systems" (Gliessman, 2014).

Is defined here as "the study of the interactions between plants, animals, humans, and the environment within agricultural systems" (Dalgaard et al., 2003, p. 42).





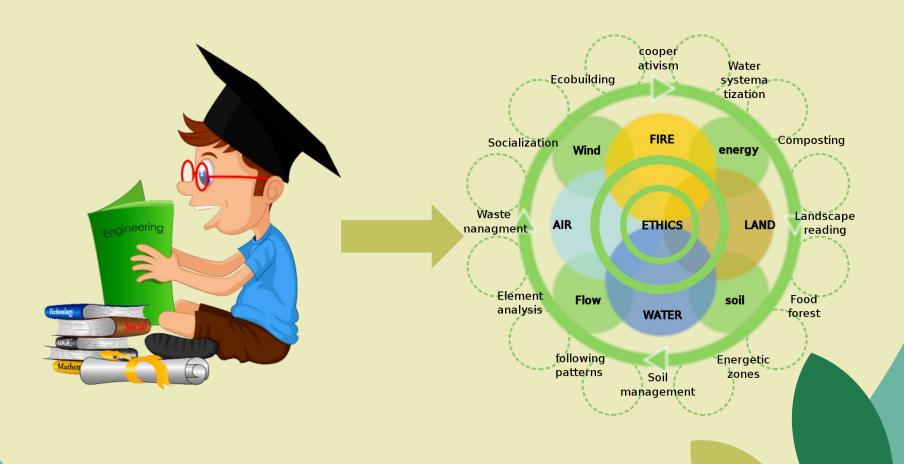
POINTS FOR CHANGE



Source: IPESS FOOD 2016 - p. 67



AGROECOLOGY EDUCATION





SERIOUS GAME



Entertaining tools with an education prupose

Digital tools allow the simulation of **complex** models

➤ ↑ Understanding of systems approaches (Wu & Lee, 2015).





Article

Learning Interdisciplinarity and Systems Approaches in Agroecology: Experience with the Serious Game SEGAE



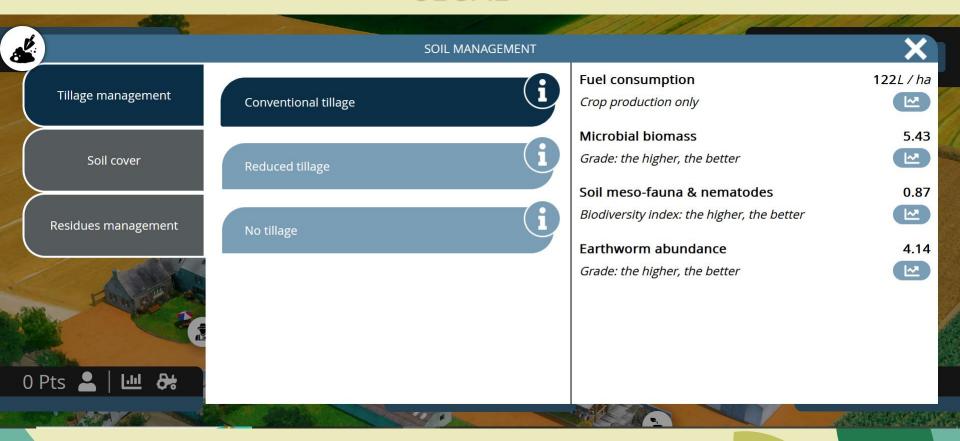




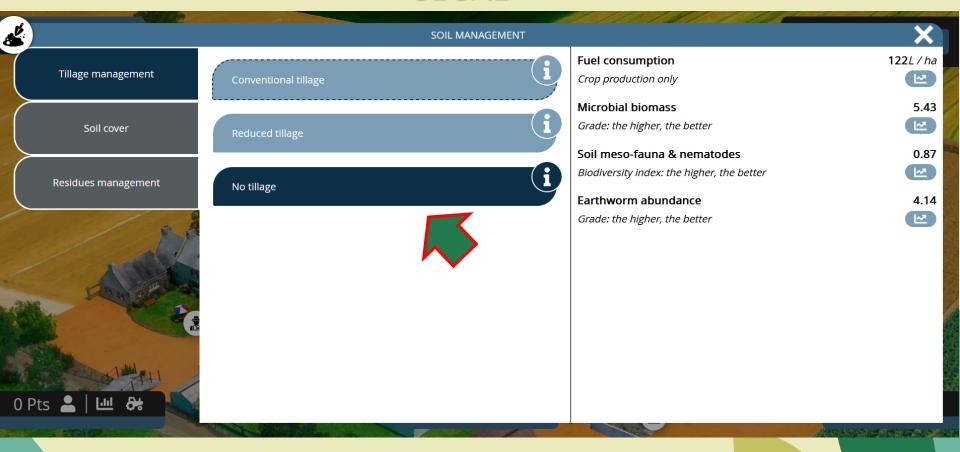




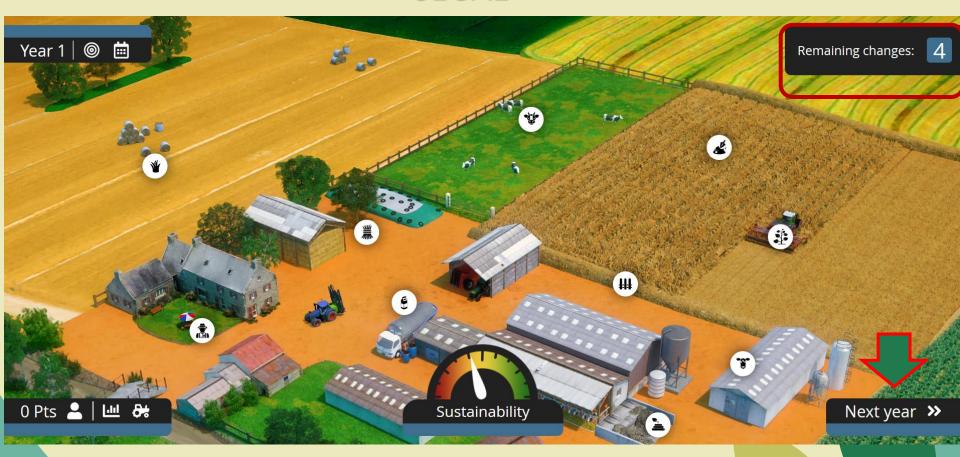










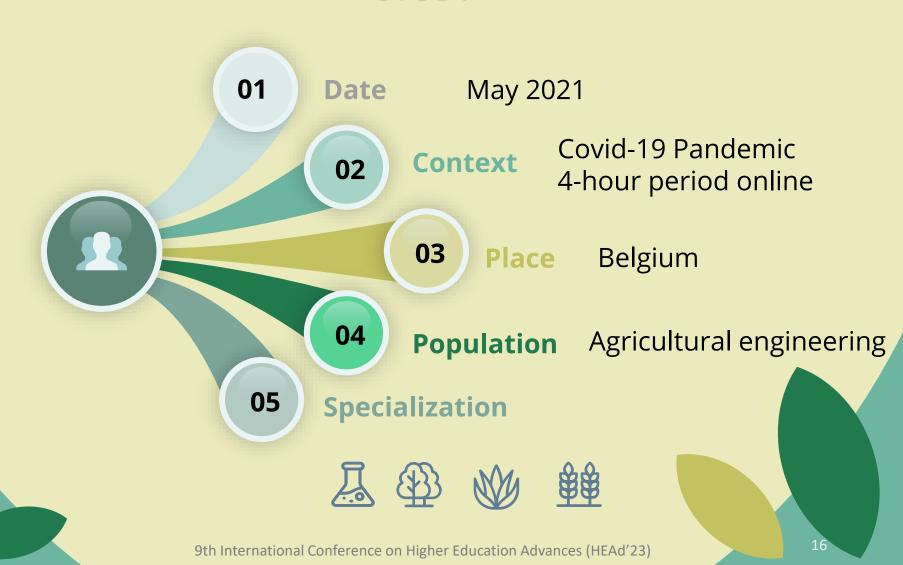








STUDY





LESSON

Pre-survey

Theory

Game

Post-Survey



Profile Knowledge



Soil-Plant-Ecology Animal Socio-economic



Sandbox System approach Indicator oriented

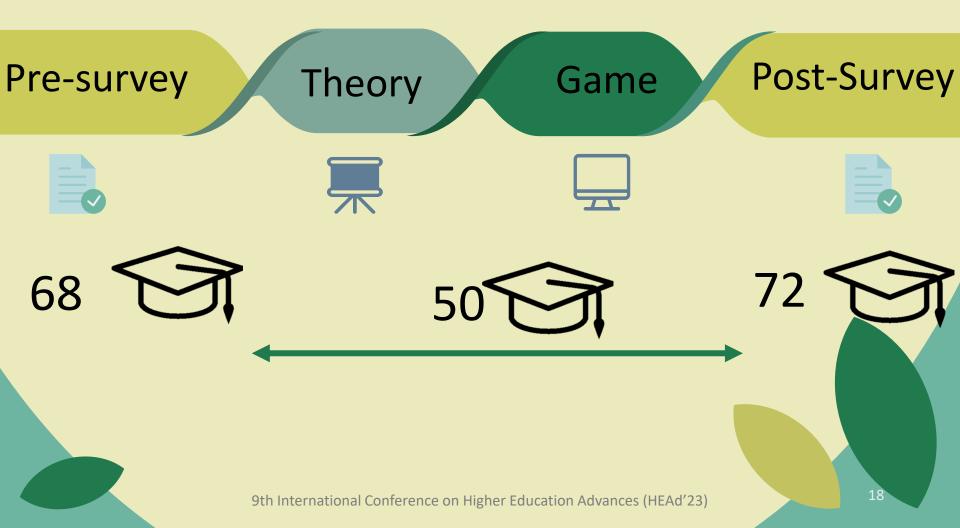


Knowledge Feedback





SAMPLE





SAMPLE

Specializations	Students		
₩	17		
	6		
	10		
4	17		
Total	50		





3. Results

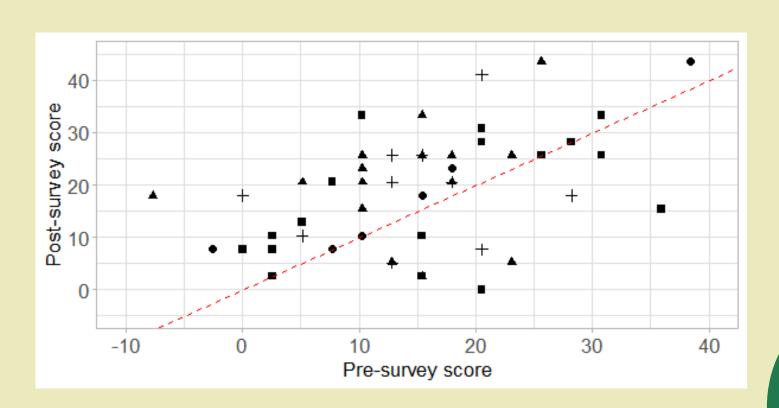


MEAN OF STUDENTS' SCORES (% OF CORRECT ANSWERS)

Grouping of Data (and	Pre-	Post-	
number of students)	Survey	Survey	Increase
All students	14.7	18.5	3.8*
By specialization			
Chemistry (6)	14.5	18.4	3.9
Forest (17)	13.4	19.1	5.7
Agronomy (17)	16.1	17.3	1.2
Environment (10)	14.6	19.2	4.6
By type of questions			
Close-ended questions	9	9.5	0.5
Open-ended questions	21.3	28.8	7.5***



COMPARISON OF STUDENTS' MEAN SCORES

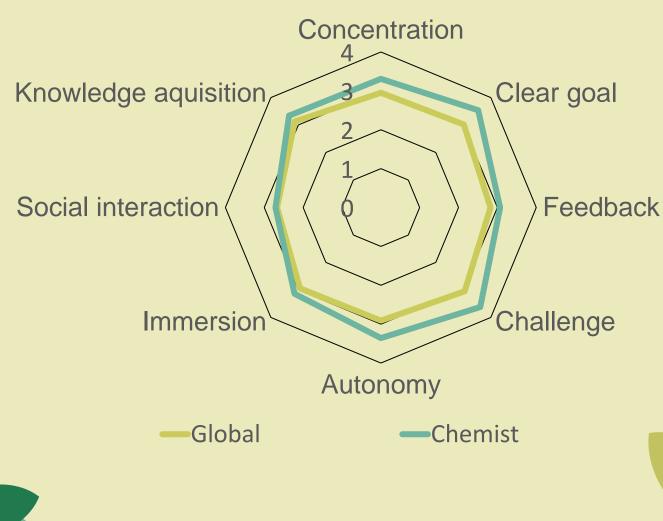


Agronomy ■, Chemistry ●, Environmental + and Forest ▲

3. Results



FLOW







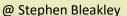


INCREASE



= 60% of 5 day-workshop De Graeuwe et al. (2020, p. 13).







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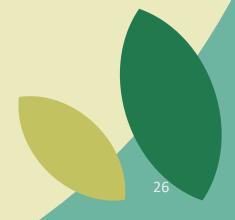
SPECIALIZATIONS















CONTEXT AND RECOMMANDATIONS

Unplanned digitalization

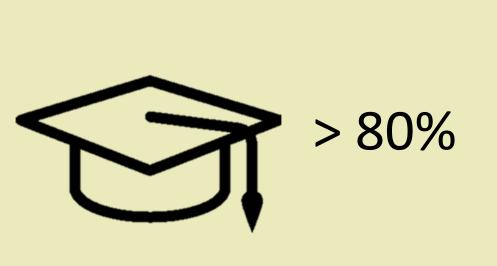
Surveys without any supervision

Language used for the surveys (Roopa & Rani, 2012)

Content of the knowledge survey



FEEDBACK



(2) 个knowledge

Knowledge-action (Østergaard et al., 2010)



CONCLUSION

SEGAE in a 4-hour lesson with a single teacher is a relevant tool





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