



THE SCIENCE LITERACY BOARD GAME

A NEW TOOL FOR IMPROVING SCIENCE LITERACY WITH INFORMAL EDUCATION

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Project Objective

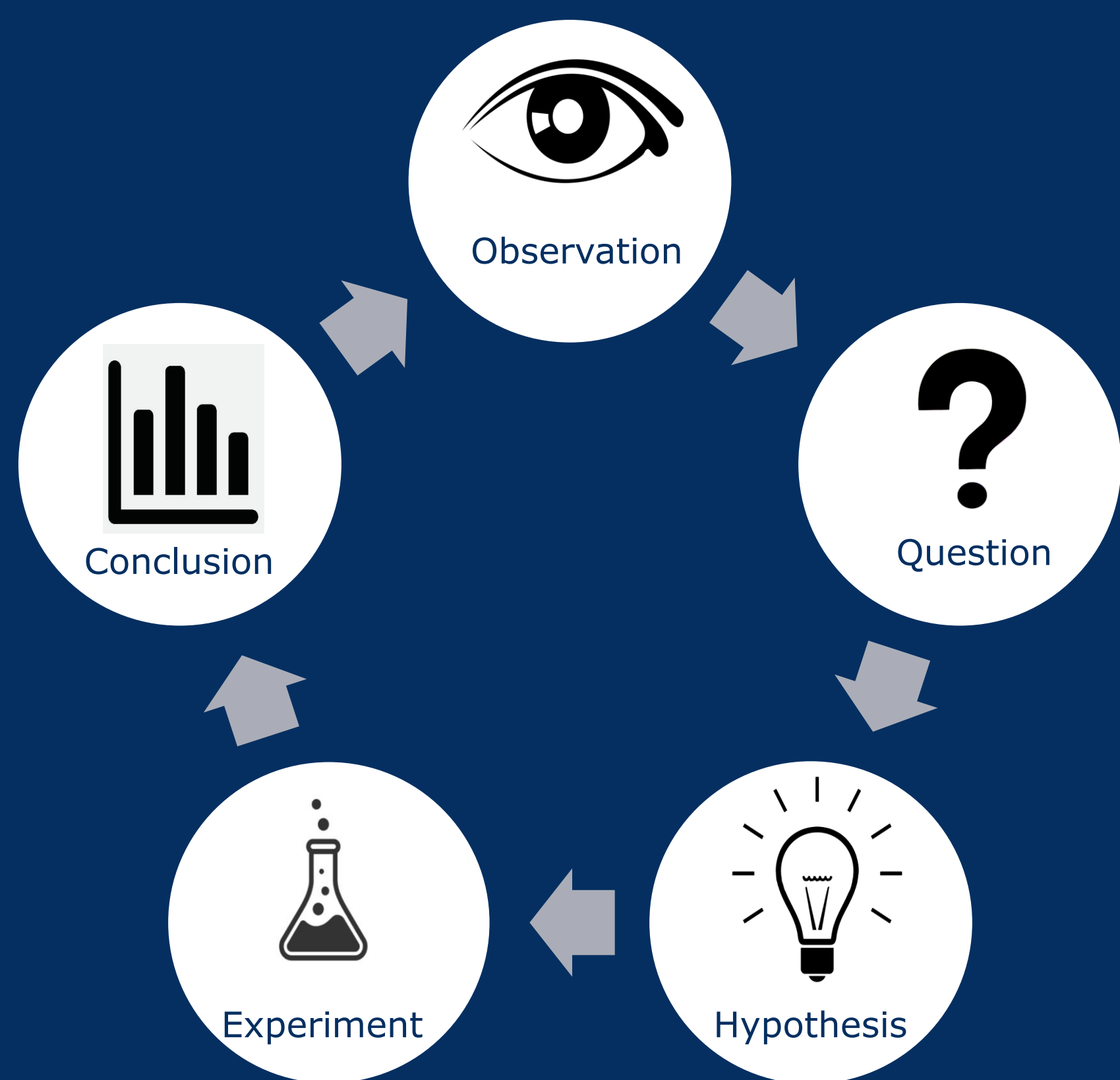
The objective of this project is to increase civic science literacy among youth with a fun and inclusive board game that emphasizes the understanding of how scientific knowledge is generated and evolves over time.

Background

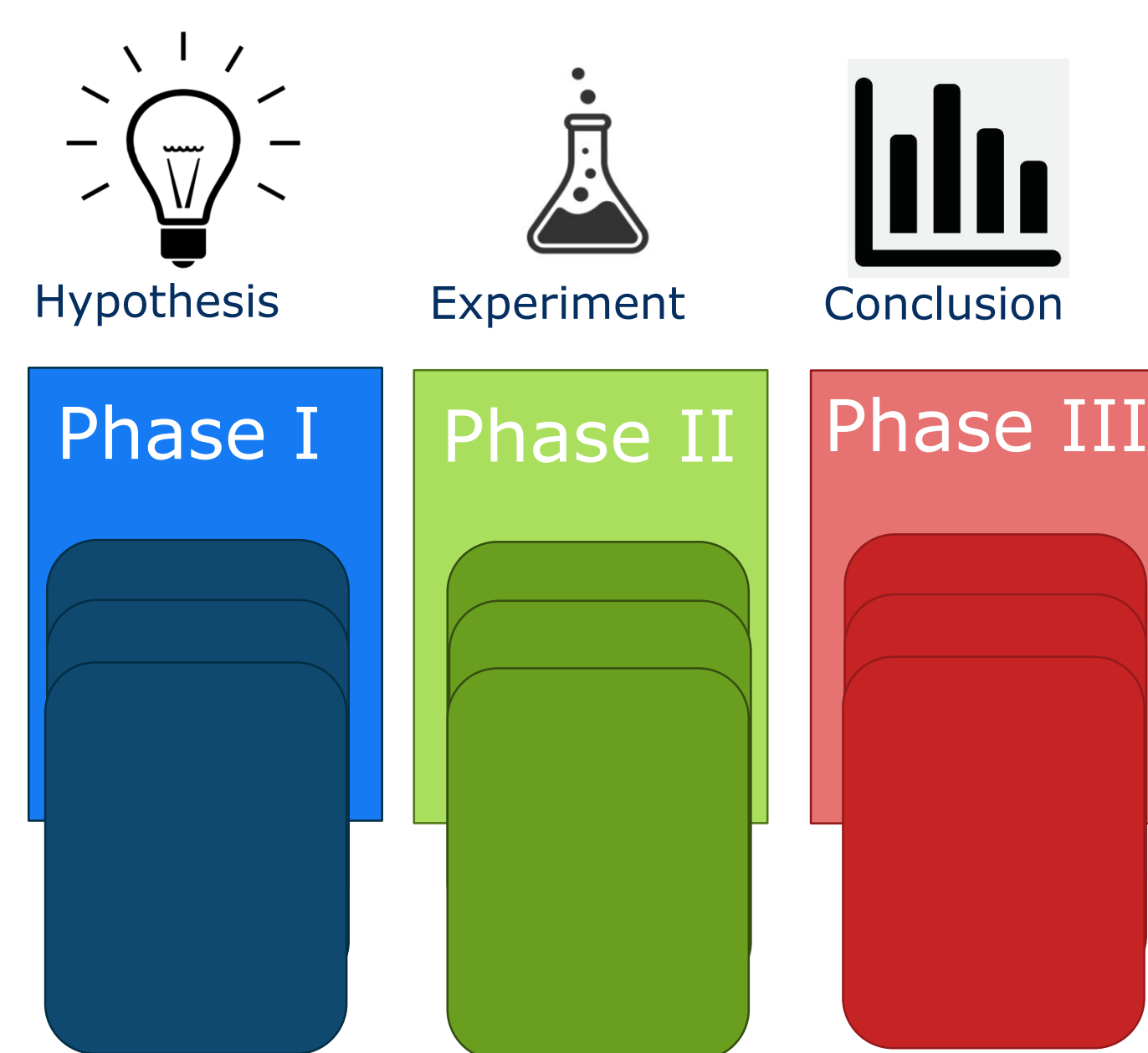
While it is widely viewed that young people being interested in science is important, there is a clear absence of understanding of scientific developments and the scientific process (see for example the Special Eurobarometer 516 report 2021, Austrian Academy of Science survey 2023), indicating the need for initiatives to bridge this gap between knowledge and awareness.

What is Science Literacy?

Science Literacy is the understanding of how scientific knowledge is created; from concepts such as the scientific method to the peer review process.

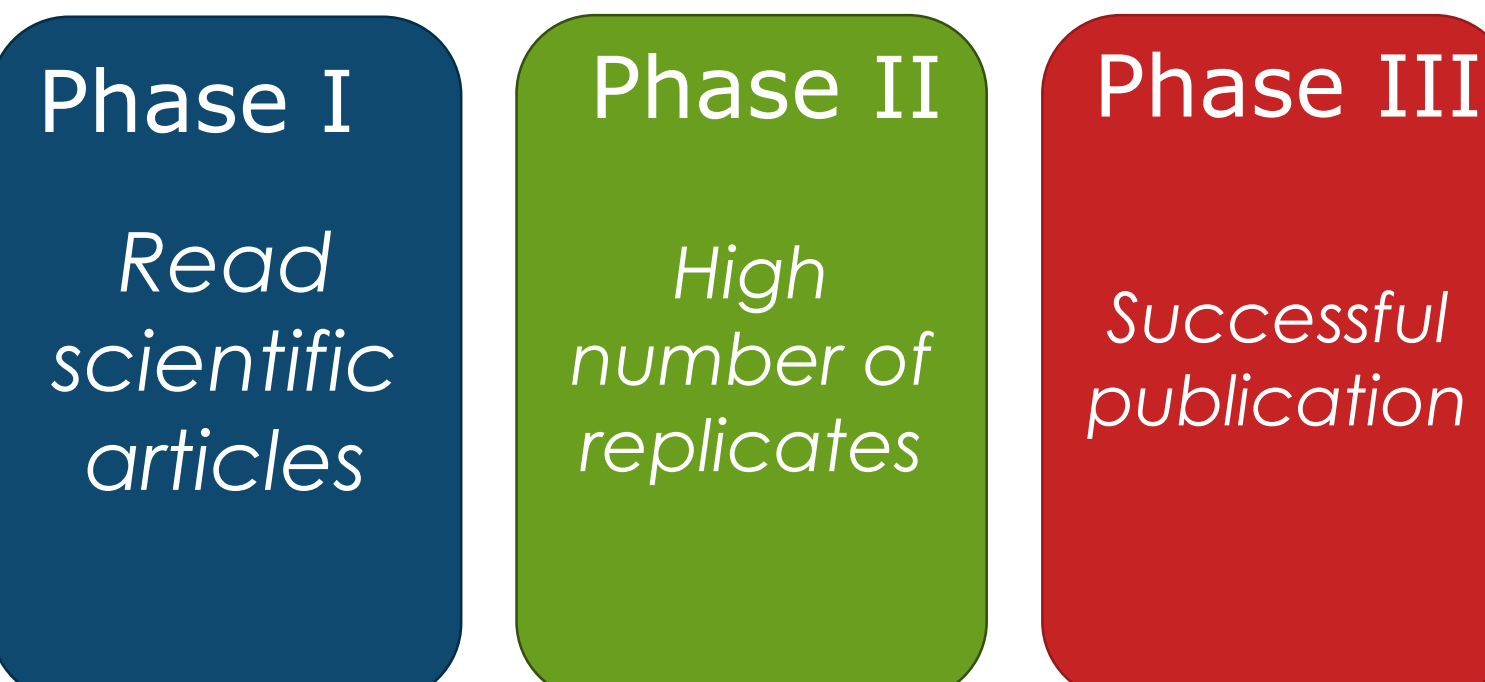
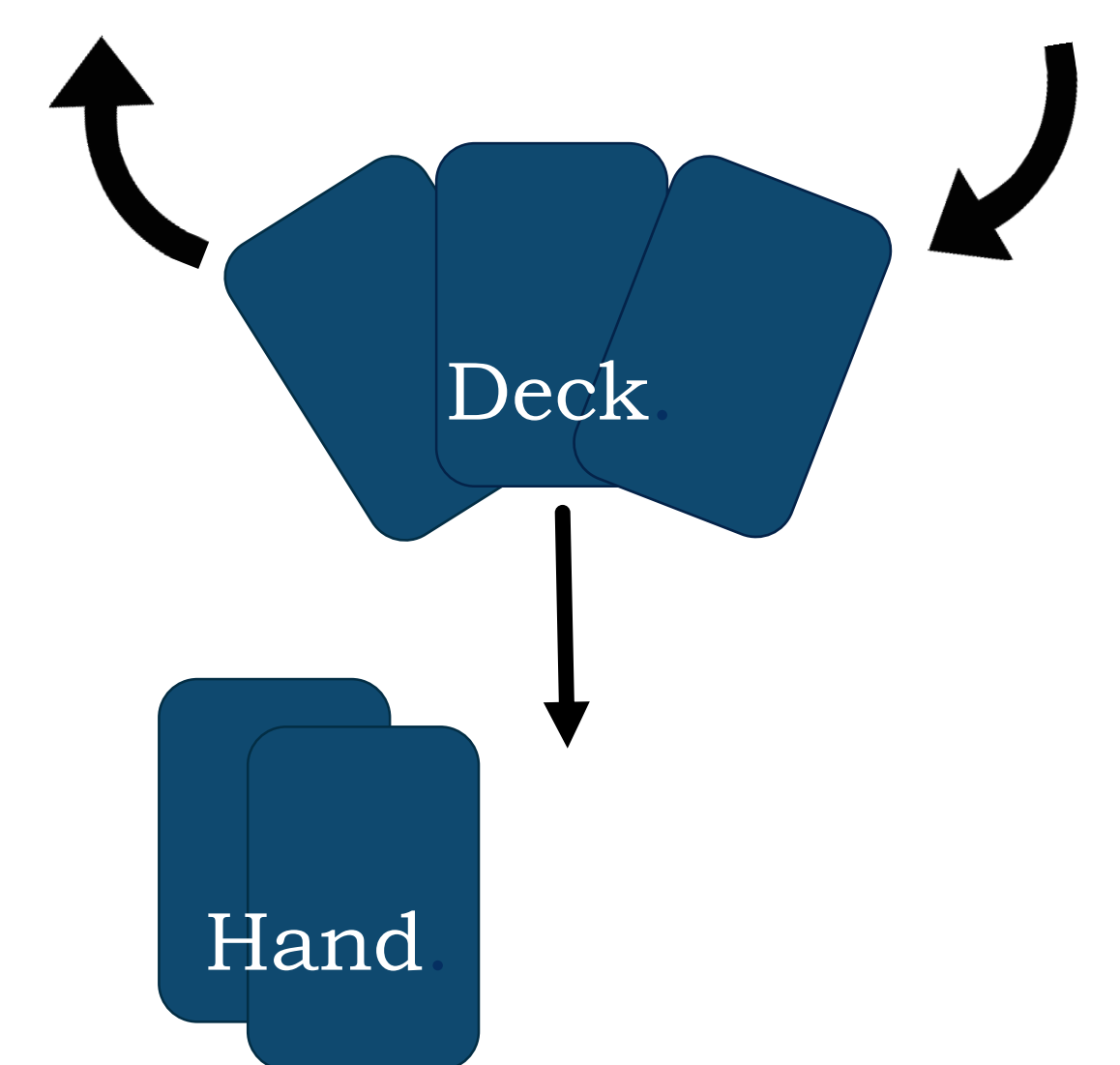


THE GAME



The game consists of three phases: Phase I represents the hypothesis phase, Phase II represents the experiment or data collection phase, and Phase III is the conclusion phase.

During each phase, players will select a card from the deck and pass the deck to the next player. Their goal is to build the best hand for each phase. The phase ends when the deck is empty.



Example "ingredients"

Each phase has its own deck of cards for players to choose from. Cards will represent "ingredients" for a creating good hypothesis, experiment, or conclusion. Cards will include examples from several different fields of science

The player with the most points from all three phases at the end of the game wins!

Additionally, there are chance cards that can give or take away points with events such as "experiment failure" and "scientific breakthrough."

Project Team

Scientific partner



Game design partner



Education partner



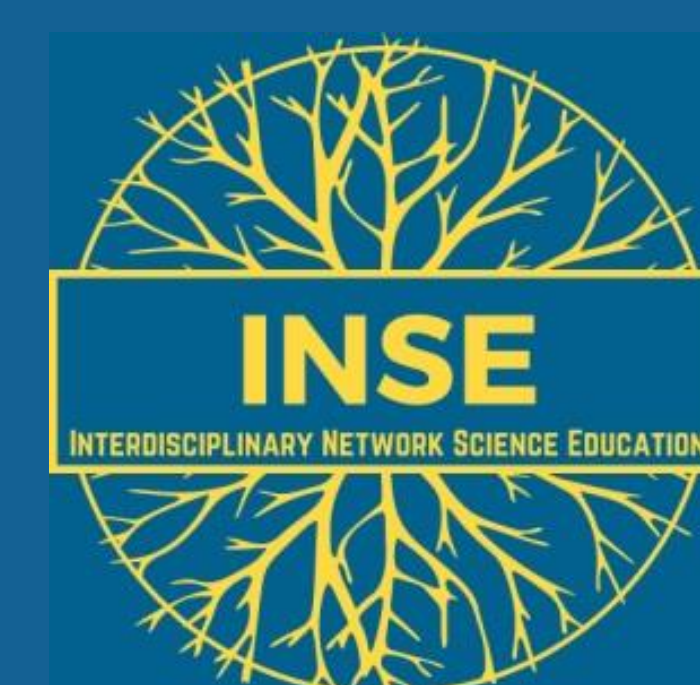
Questions? Interested in innovative science education?

Contact Laura Coulson (laura.coulson@wcl.ac.at) or follow me on X (formerly Twitter): @LauraECoulson



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<https://science-education.at>