



The LifeWatch ERIC Biodiversity
& Ecosystem eScience Conference

PLOVDIV, BULGARIA

7-10 JULY 2026

LifeWatch for the Young Generations

08 July 2026



*Presenters: Eleonora Parisi, Franca Sangiorgio,
Ana Marta Gonçalves*

Intro

Cosimo Vallo (5 mins)

Session Objective and Structure

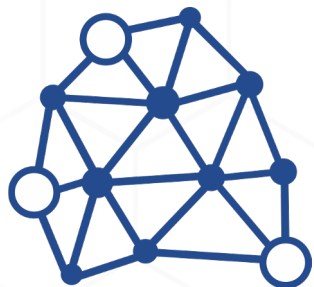
Objective

- overview of LifeWatch initiatives and activities for the students of ages 11-18 y.o.,
- presenting and experiencing (playing) games and other "services"
- illustrating potential collaboration and possibilities available

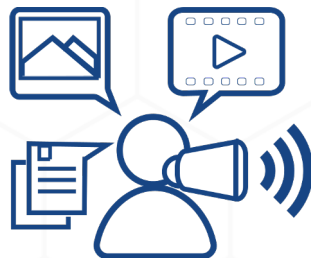
Session structure:

- Intro, 5 mins
- LifeWatch ERIC initiatives, 10 mins
- LifeWatch Italy initiatives, 10 mins
- LifeWatch Portugal initiatives, 10 mins
- Playing selected serious games, 15 mins
- Live classification (ranking), 5 mins
- How to reach us and Q&A, 5 mins

Training *and* Education



SCIENTIFIC COMMUNITY
ENGAGEMENT



COMMUNICATIONS



USER TRAINING



EDUCATION

Dedicated space on LifeWatch training platform:

<https://training.lifewatch.eu/en/categories/education-and-schools/>

Working with the young generations: **why**



GOAL | EU Member States are recommended to provide access to high-quality **education** on **sustainability** to learners of all ages and backgrounds, including climate change, environmental and biodiversity protection, and ocean literacy.



CHALLENGES | **Fragmentation** of national school **curricula**; varying level of available **resources**; diversity of **pedagogical approaches** across and within countries in Europe.

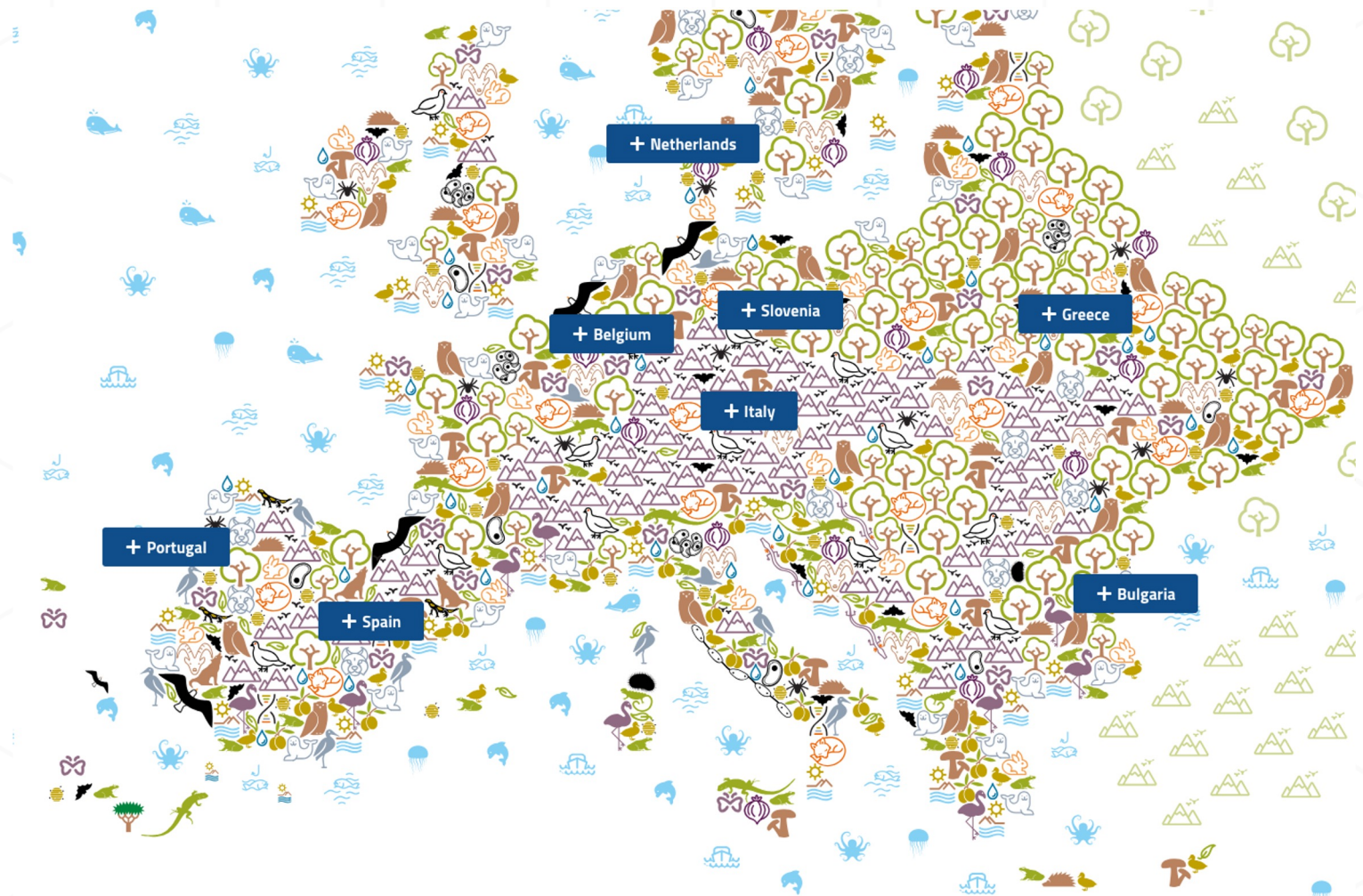


OUR SOLUTION | Education is crucial for conserving biodiversity, enabling its sustainable use, and mainstreaming it in other European policies. Research infrastructures can help to **integrate biodiversity into contemporary learning** programmes.

1

LifeWatch Distributed Centres

For example, Italy and Portugal work with school teachers and students in national and international education programmes.



Working with the young generations: **how**

2

LifeWatch in EU-funded consortia

We design and deliver educational activities supporting the overall scientific and societal objectives of the project.



HORIZON EUROPE

Interreg



Co-funded by
the European Union



Erasmus+

Trainer panel



Eleonora Parisi, M.S. in Communication Sciences, is a digital learning specialist. As EU Project Training Officer at LifeWatch ERIC, Eleonora coordinates training and education activities for scientists, research software engineers, and school teachers.



Franca Sangiorgio, Ph.D. in Fundamental Ecology, M.S. in Applied Biology, is Adjunct Professor of Ecology and Teacher Trainer at the Department of Human and Social Science, and Technical Coordinator of the Laboratory of Ecology at the Department of Biological and Environmental Sciences and Technologies, University of Salento, Italy.



Ana Marta Gonçalves, Ph.D. in Biology with a specialty in Ecology, is an expert in Marine Biology, focussing her work on ocean literacy and environmental education. She is Auxiliary Professor at the Centre for Functional Ecology - Science for People & the Planet, Department of Life Sciences, University of Coimbra, Portugal.

LifeWatch ERIC initiatives

Eleonora Parisi, EU Project Training Officer, LifeWatch ERIC
training@lifewatch.eu

Example: a School Competition Series.

- > **Context:** marine biodiversity and coastal areas management marinesabres.eu
- > **Goal:** introducing secondary education students across Europe to ocean literacy, marine ecosystem services and ocean leadership.
- > **Design:** series of 3 online School Competitions launched on international days celebrating project topics, e.g., sustainable fisheries, biodiversity and the ocean.
- > **Learning experience:** serious games with preparatory learning materials.
- > **Game demo:** training.lifewatch.eu/games/marines_sabres_demo_2025/#!/



Pedagogical approach: **play and learn**



School competition series : organised as **one-day online events**, focus on ecological and societal topics.



Serious games: digital game designed not only with the intention of entertain but also to promote active participation and reflection on real-world issues as the centre of the learning experience.



Open learning materials: educational guides, presentations and multimedia produced to introduce students to the topic of the serious game or as standalone resources. A **CLIC** (Content and Language Integrated Learning) **approach may be adopted**, depending on topic complexity.

Pedagogical approach: **roles and steps**



For each school competition : teachers across Europe
register their group of students.

Before

Teachers can prepare their students to play with the provided learning materials and the previous serious games.

> The day of the competition > After

> Teachers create their user profile of the **online LifeWatch training platform**.
> The serious game is launched on the platform.
> Teachers tutor their group of students in **playing and scoring** the highest as possible.

> The serious game and the learning materials remain **open for reuse**.
> An awarding ceremony concludes the competition series.

Benefits

- The **online** format responds to several challenges faced by schoolteachers, for instance: time and scarcity; large number of students per class; lack of dedicated resources to organise field trips with students.
- **Teachers** serve **as essential guides**, using project materials to help students navigate challenges they could not solve on their own.
- When possible, a **competition series** gradually introduce complex socio-ecological concepts while spaced repetition can enhance learning by building upon previously acquired knowledge.

Risks

- **Linguistic barrier and too specific terminology** can hinder participation, technical support, and learning.
- Translations of learning materials and local facilitators are recommended.



Serious game: gameplay and rules

1. **OBJECTIVE** of the game is to **complete it with the highest score and in the shortest time**. You gain points for each correct answer.
1. You have **multiple attempts for each question** but you lose points after each try.
1. The gameplay is designed in **multiple objectives**. You must **reply to each question to unlock the next one** and complete the game.

Serious game: check and continue



GAME RULES

Choose the correct answer

1 / 30

Objective 1 | Objective 2 | Objective 3

QUESTION

Oceans and seas are large marine bodies of water that take up most of the land on the Earth. What is the percentage of the planet covered by the marine waters?



Seas and oceans provide social and economic goods and services; they are an important source of food and regulate the Earth's climate.

AROUND 50

AROUND 70

AROUND 90

CHECK

CONTINUE

Serious game: other question formats





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LifeWatch Italy initiatives

Franca Sangiorgio

08 July 2026



LifeWatch Italy initiatives

- National competition for primary and secondary schools: [EcoLogicaCup](#)
- Serious game (Scientific game) for secondary schools: [Generation Biodiversity](#)
- Educational materials for students, teachers and citizens

LifeWatch IT – Education and Schools





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Education and Schools





Competitions



EcoLogicaCup



Educational Material

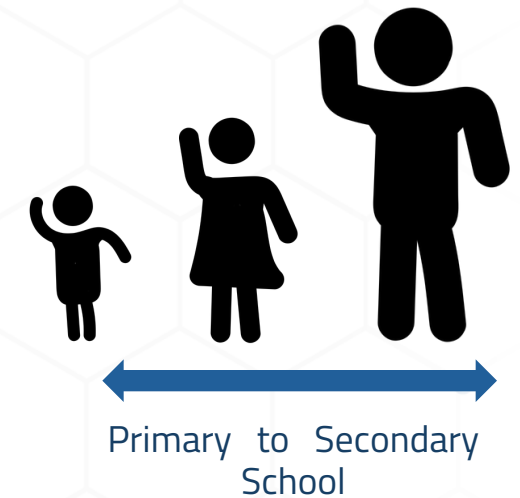
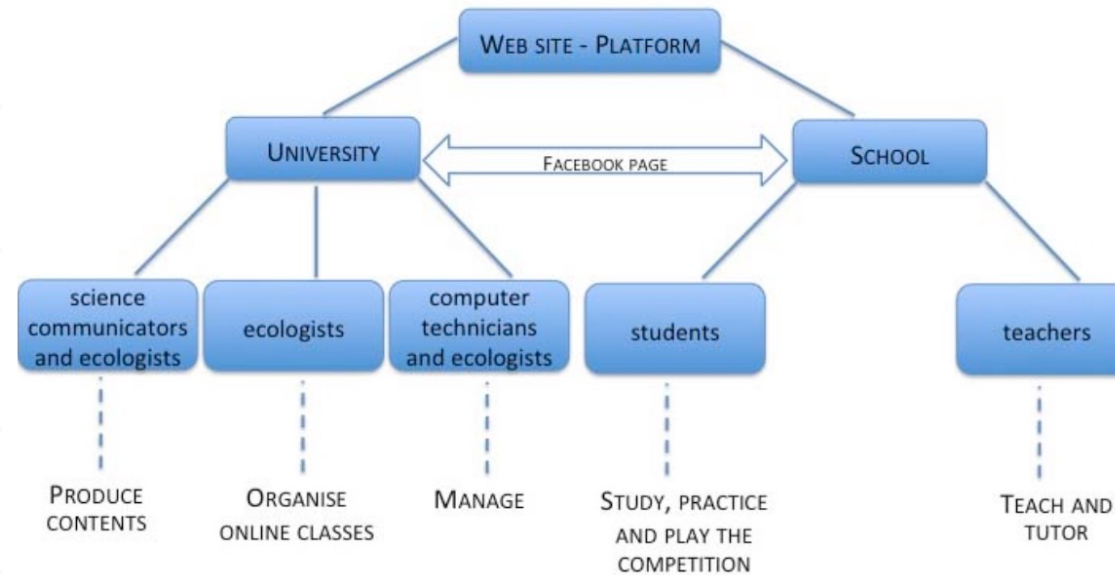


Scientific Games

LINK: <https://training.lifewatchitaly.eu/education-and-schools/>

LifeWatch IT – EcoLogicaCup

- > Sustainability & Civic Education
- > Students organized in teams, work collaboratively



Conceptual map of EcoLogicaCup



EcoLogicaCup – Educational Materials

Ecology: Origins and Future Perspectives

Ecosystem Services

Climate Change

Biodiversity: A Precious Resource

Benefits and Threats to Biodiversity

Biodiversity and Climate Change

Human Activities and the Greenhouse Effect

Marine litter

Plastic Pollution

Management and Conservation of Natural

Sustainable Development

Arctic Ecosystem – Svalbard Islands

Beaches – Sandy Coastal Habitat

Wetlands – Precious ecosystems

PRIMARY
SCHOOLS

SECONDARY
SCHOOLS

Welcome to the LifeWatch Italy Training Platform!



Competition 2026

 **EcoLogicaCup** 
Leaderboard

1. biodiversità26 34

EcoLogicaCup – The Winning Teams

