



# GREEN GAMES IN TOURISM & HOSPITALITY

## THE REASON FOR THE PROJECT

Within the European Union, there has been a focus on establishing regulations with regard to environmental awareness and prevention solutions in European countries over the past 30 years. One particular area of focus with regard to the regulation of environmental solutions and the “green movement” is the waste of food and water. A resolution passed at the European Parliament meeting in Strasbourg designated 2014 as the “European Year Against Food Waste” (“European Parliament resolution of 19 January 2012 on how to avoid food wastage” – <http://bit.ly/10kHwMN>). This European Parliament resolution “calls Member States to encourage the introduction of food education courses, at all levels of education”.

As noted by the European Parliament, *“Among other initiatives, member states should introduce school and college courses explaining how to store, cook and dispose of food”* (“Press Release – Parliament calls for urgent measures to halve food wastage in the EU” – <http://bit.ly/wzLFyX>). The Sustainable Restaurant Association for example, began a campaign to reduce waste within Restaurants. Specifically, the organization encourages restaurants to waste less food in the kitchen, after a recent survey of 10 London restaurants found that they wasted about half a kilogram of food per customer, per meal (<http://www.thesra.org/>).

## THE MAIN AIMS AND OBJECTIVES OF THE PROJECTS

In the context of this very conformant European priority, the central aim of the proposed project is to develop an **online digital game** and game-based-learning methodology, along with associated guidelines and training for learners, for the **understanding and implementation** of knowledge, skills, strategies, tools and regulations related to food and water waste and energy management within the Tourism and Hospitality sector, in addition to advocating **attitudinal change** and endorsement of relevant **environmental values**.

In keeping with the notion of a “persuasive game” (Bogost, *Persuasive Games: The Expressive Power of Videogames*, 2007) the proposed game will ultimately invite players to interact with a complex system which not only facilitates conventional skills and knowledge development but addresses also the more fundamental attitudinal dimension by constituting a form of procedural rhetoric based around the learner experiences of rule-governed variables to do with food waste, water waste and energy management within the **Tourism and Hospitality sector**.

The game-based learning approach environment is seen as an appropriate and innovative method, providing an immersive, manipulable environment for education, which allows for the tuning of the learning content to the relevant learning group. This approach will also help modernize the area of green-oriented skills, knowledge and regulation. The game does not aim to replace any current environmental sustainability education, but rather offers an engaging means of complementing learning and allowing lifelong learners to improve or retain knowledge in the area.

## RESULTS AND OUTCOMES

The **Green Games in Tourism/Hospitality** project aims to innovate and support improvements in VET systems and practices by developing a **digital “serious” game** along with associated guidelines and training for students, vocational teachers and others receiving, providing or participating in vocational training in the tourism and hospitality sector.

The project will utilise a **digital game** and associated technologies to **develop skills and competencies** for the target audience in the areas of **food waste, water waste, energy management** and the teaching of same facilitating the acquisition of these skills and knowledge through game-based learning, collaborative learning and experiential learning.

The project will develop a **booklet**, both online and printed, consisting of the **learning content** developed for the game, **featuring information, practices, activities, tips**, etc. pertaining to food and water waste management, energy management and associated **“green” activities** within the tourism and hospitality sector. This will facilitate more traditional methods of learning – for use inside of, and outside of, the classroom.

In addition to this, the project will develop a prominent **European bank of resources** for individuals in **the tourism and hospitality sector** which will provide information related to “green” activities in the tourism and hospitality sector and for the acquisition and transfer of similar competencies through digital games.

### CONSORTIUM PARTNERS:

- **Co-ordinator:** Cork Institute of Technology, IRELAND (IE)
- FH JOANNEUM University of Applied Sciences, AUSTRIA (AT)
- Caped Koala Studios, UNITED KINGDOM (UK)
- European Institute for Future Studies and Strategic Planning, SPAIN (ES)
- adelphi research gemeinützige GmbH, GERMANY (GE)

<http://greengamesproject.com/>

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