Abstract

The use of Information and Communication Technology has recently been adopted by the Greek community in every process of education. Most of the times, these technologies are applied only for information research over the internet, multimedia application and simulation. Considering that a student realizes and is attracted more from things that can manipulate according to the educational model, the need for an advanced interface that will use real physical parameters like temperature and speed, is generated. Students will then be able to develop skills and behaviors via the process of real data and circumstances management. In this study the development and implementation of such an interface environment is presented that has as main goal the understanding of the students about the thermic load of a town and the cement influence in the temperature increase of the same town.

References

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Index Terms

Computer Science

Information Sciences

Keywords

Experiential learning, environmental education, computer interface