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ECODISCOVERY

"Play And Discover The Future"



PROJECT RESULT 4 • FOR LEARNERS AGED 10–14

Student Guide

Your Companion to the ECOTOPIA Educational Game

Project: EcoDiscovery – Play And Discover The Future

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1 | Introduction

Welcome, young explorer! This Student Guide helps you get the most out of **ECOTOPIA**, the educational game of the EcoDiscovery project. In ECOTOPIA you join an Eco-Team and solve real environmental challenges about water, energy, nature and waste, seeing the consequences of your decisions along the way.

The guide explains how to start the game, how to move through it, how to complete tasks, how to use the built-in AI assistant, and how to turn what you learn on screen into real actions. Keep it beside you the first few times you play.

2 | About ECOTOPIA

ECOTOPIA is a scenario-based adventure made of four sections. In each section you complete tasks as a member of the Eco-Team. It was created by teachers and students from Türkiye, the Czech Republic and France, and is available in four languages (Turkish, English, Czech and French).

The Four Themes of ECOTOPIA

Each theme becomes a chapter of interactive, mission-based learning

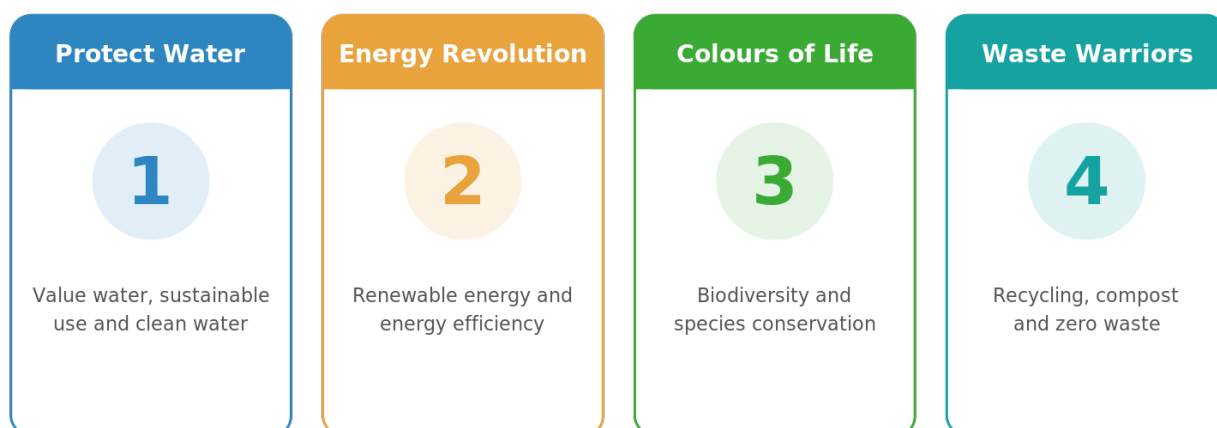


Figure 1. The four sections of ECOTOPIA, each a different environmental adventure.

What you will learn

- **Environmental awareness** – understand water, energy, biodiversity and waste.
- **Problem solving** – find practical solutions to real challenges.
- **Creativity** – design gardens, homes and clean-energy systems.
- **Responsibility** – connect your choices to their effect on nature.

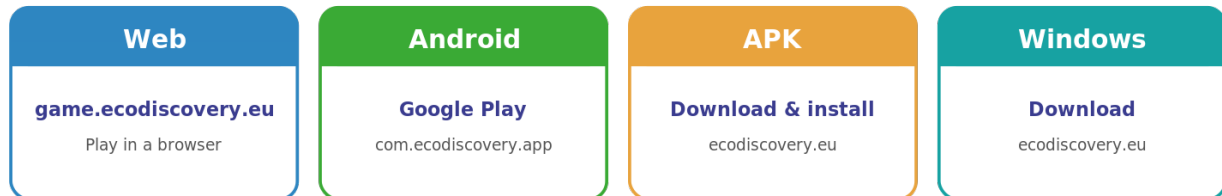
Who is it for

ECOTOPIA is designed for middle-school learners aged **10–14**. It is rated 3+ on Google Play. You can play alone, in pairs or in small groups.

3 | Where to Play

Where to Play ECOTOPIA

Free, no account, four languages (TR / EN / CZ / FR), ages 10-14



Rated 3+ on Google Play - no data shared with third parties

Figure 2. ECOTOPIA is free and runs on the web, Android, APK and Windows.

The quickest way to start is the web version at <https://game.ecodiscovery.eu> – it opens in any browser with no installation. On Android you can install it from Google Play ([com.ecodiscovery.app](https://play.google.com/store/apps/details?id=com.ecodiscovery.app)) or from the APK, and there is a Windows version too. The game is **free**, needs **no account**, and shares no data with third parties.

4 | Getting Started

- **Step 1.** Open the web version, or install the Android, APK or Windows version.
- **Step 2.** Choose your language (Turkish, English, Czech or French).
- **Step 3.** Turn the sound on for the best experience.
- **Step 4.** Start from Section 1 – Protect Water, or continue where you left off.
- **Step 5.** Read the short intro of each task before you begin.

Did you know? Play with the sound on – many tasks use sounds (a dripping tap, birdsong) as clues.

5 | Game Navigation

The game is easy to move around once you know the main areas of the screen:

- **Section map.** Choose which section and task to play.
- **Task scene.** The main play area where you click, drag and explore.
- **Score bar.** Shows your points and progress in the current task.
- **Badges.** Collect a badge for each task you complete.
- **Information cards.** Pop-up cards that teach a fact after your choices.
- **AI assistant.** Press the R key to ask an environment question at any time.
- **Menu.** Pause, restart a task, change settings or return to the map.

6 | How Tasks Work & Scoring

Every task follows the same simple rhythm, so once you finish one you will know what to do in all of them.

How Every Mission Works

A repeating cycle that turns play into learning and action

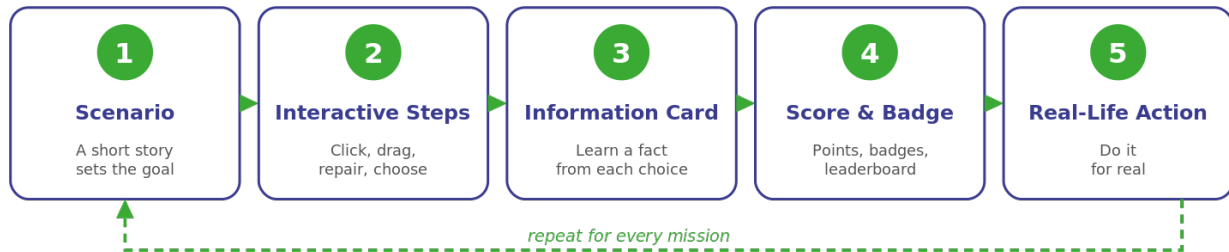


Figure 3. The five steps you repeat in every task.

How your score works

- Your score (0–100) comes from two things: how **quickly** you play and how **few wrong choices** you make.
- Playing too fast does not help – the game rewards learning, not rushing.
- Your results screen shows your score, time, completion percentage and ranking.
- In the global leaderboard, names are shown in a masked form (for example, user^{***}) to protect privacy.

***Did you know?** A lower score is not a failure – each “wrong” choice teaches you something and you can try again.*

7 | Information Cards & the AI Assistant

Information cards

Information cards appear as pop-ups during tasks and share a quick, memorable fact. Reading them helps you make better choices later. Examples:

- A dripping tap can waste up to **550 litres** of water per year.
- LED lamps use about **80% less energy** than traditional bulbs.
- Recycling aluminium saves about **95%** of the energy needed to make it from raw material.

The AI assistant

ECOTOPIA has a built-in AI assistant powered by the Gemini API. Press the **R** key during play to ask any environment or game question and get an instant, age-appropriate answer.

The In-Game AI Assistant

A Gemini-powered helper for environment questions - no data stored

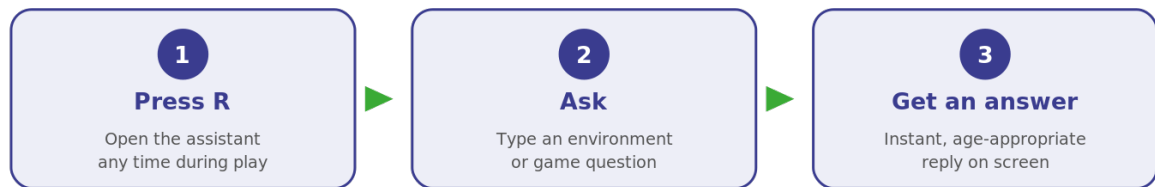


Figure 4. Using the in-game AI assistant in three simple steps.

The assistant only answers environment and game questions, and it does not collect or store your data. Use it whenever you are curious – asking “why?” is a great way to learn.

8 | Tips to Play Well

- **Read before you click.** The scenario tells you exactly what your goal is.
- **Learn from mistakes.** A wrong choice opens a card that explains the better option.
- **Collect the facts.** The information cards often help you in later tasks.
- **Aim for understanding, not speed.** The score rewards good choices, not rushing.
- **Ask the assistant.** If you are stuck or curious, press R and ask.
- **Finish the section.** Complete all tasks to earn every badge.

9 | Real-Life Actions

ECOTOPIA is not only about the screen. Every task ends with a real-life action card inviting you to become a real eco-hero. Try these:

- Check the taps at home and report any that drip or run.
- Unplug chargers and adapters you are not using to stop “vampire energy”.
- Set up simple sorting for paper, plastic, glass and metal at home.
- Plant a pollinator-friendly flower such as lavender.
- Take a bag on your next walk and collect any litter you find.

Did you know? Share your real-life actions with your class – small actions add up when everyone joins in.

10 | Game Sections at a Glance

Section	Theme	What you do
1. Protect Water	Water & a healthy future	Fix water waste, manage a city's water, reuse grey water and clean a pond of microplastics.

2. Energy Revolution	Renewable energy & efficiency	Install solar and wind systems and design an efficient smart home.
3. Colours of Life	Biodiversity conservation	Observe species, rescue wildlife, design a pollinator park and replant seeds.
4. Waste Warriors	Recycling & zero waste	Sort waste, build compost and match waste to new products.

A detailed description of every task is in the companion document *ECOTOPIA Game Chapters*. Play the game and find all resources at www.ecodiscovery.eu.