

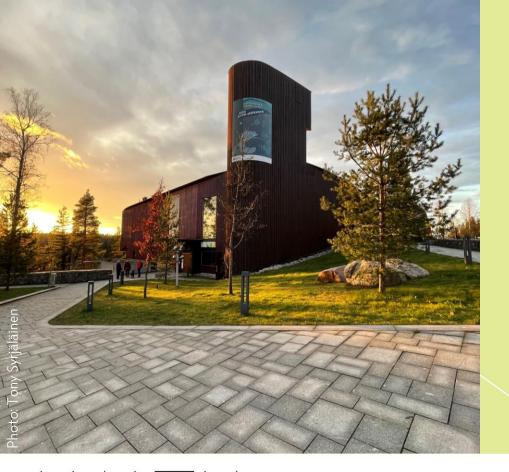


### The Finnish Nature Centre Haltia

- ► Haltia is a gate to Finnish nature
- ➤ Situated on the doorstep to Nuuksio National Park in Espoo (30 km from Helsinki)
- Bus from Espoo centre takes you to Haltia
- ➤ Open the year around. Welcome!







### Haltia's organisation

- ► Administrated by Metsähallitus, Parks & Wildlife (funded by the Ministery of Environment)
- ➤ 80% of the financing comes from the surrounding municipalities (Espoo, Helsinki, Vantaa, Kauniainen, Kirkkonummi, Vihti) and Folkhälsan
- Retkipaikka (a private company) runs the customer services and Haltia shop, the restaurant is run by Delicatessen restaurants.





### Haltia's services

- ► Nature exhibitions and nature trails
- Public events about nature and outdoor activities
- ► Nature school for grades 3-9
- Inspiring guided tours for all ages
- Courses and teaching materials for educators about outdoor education and nature interpretation



### National Park Simulator

- ➤ A field game that can be played in many kinds of natural surroundings
- ➤ Target group 5th to 9th grade, suitable also for older students
- ► Length 1-2 h







### The pedagogical principals

- ➤ Outdoor learning
- **►** Gaming
- ➤ Working together
- ► Comprehension
- ► Multiple perspectives
- ► Coordination, reconsiliation
- ► Creativity



## The idea and goals

- ➤ To demonstrate biodiversity and the need and means to protect it
- ➤ To increase understanding about the connection between species and habitats
- ➤ To increase understanding of how human caused changes affect biodiversity
- ➤ To give knowledge about the means of nature conservation
- ➤ To look at things from many perspectives and practise reconsiliation







# What is so inspiring about games?

- ► The possibility to create
- ► The possibility to develop
- ► Rewards: points, earnings, placements
- ► Working together, belonging to a team
- ► Clear rules, easy game mechanics



## Game elements in the National Park Simulator

- ► The team builds their own area, makes choises and decisions
- ► The team does assignments to earn parts or points
- ➤ The game has a time limit and different stages
- You get points that can be counted together





### What is done in the game?

- Each team creates a miniature national park.
- The goal is to make the area as diverse as possible regarding species and habitats.
- ➤ The team studies the habitats within their area and tries to place as many species as possible.
- ➤ Each team starts with five species. A species can be placed in the area only after a suitable habitat has been found.







### What is done in the game?

- By doing assignments the team can get more species cards, habitats and an additional area.
- The teams build service for hikers/visitors, like paths and camp fire sites, from natural material.
- The needs of nature protection is coordinated with the needs of the visitors to insure that the species are not disturbed too much.
- ➤ The game is won by the team who gathers the most points from species and nature conservation.



## Game reflection is important

- During the game there might be a lack of patience to read the information
- ➤ Tying up things to get the big picture
- ► Making sure things are understood
- Giving feedback to the players and making them reflect
- ► Reaching the learning goals







# Feedback about the game

- ► I learned a lot!
- ► Inspiring!
- ► It was fun to build!
- ➤ This would make a great computer game!



#### Game materials online

- ► The materials where published in 2023 in finnish and swedish
- Can be printed out from Metsähallitus publications website >>







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