

December 10, 2020

Press release

Launch of SEGAE A SERious Game to learn AgroEcology

Take part in the Live session on 16 December 2020



One of the main challenges for European agriculture is to produce sufficient quantities of quality food while reducing its environmental impact. Agroecology appears to be one of the promising solutions to achieve these objectives. However, teaching agroecology requires adapted tools to facilitate a systemic approach, multidisciplinary and the management of transitions in agriculture.

To meet this goal, the University of Liège - Gembloux Agro-Bio Tech, the University of Agriculture in Krakow, the University of Bologna, ONIRIS, ESA, and AGROCAMPUS OUEST have joined forces to design an online educational game: SEGAE.

The player manages a virtual farm and implements agroecological practices in order to improve its sustainability. Four European model farms are proposed: French, Italian, Belgian and Polish. The game is aimed at university and agricultural school teachers, as well as agricultural advisers. Learning by playing will train these actors to contribute to the agroecological transition of European agriculture.

Funded by the ERASMUS + program and the AEI Chair, the game is freely accessible online in 6 languages (English, Dutch, French, Italian, Polish and Spanish) and the partners provide the tutorials, teaching guide and online courses.

LIVE Demo in English
Wednesday, December 16th
from 14h to 15h30 (UTC + 1)

Discover the game trailer [here](#)
[Registrations here](#)



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