RP3015

TEAM-BASED AND GAME-BASED MOBILE LEARNING

Snapshot

This project directly addresses the challenge of how to motivate and enable professionals, tradespeople and consumers to increase their uptake of Low Carbon Living (LCL) products and services and to work collaboratively to maximize LCL-outcomes in the built environment.

Outcome

The challenge addressed by the project is central to the CRC's stated purpose of overcoming barriers to the adoption of LCL products and services, and is relevant to all industry partners. The project addresses this challenge by trialing the efficacy of team-based and game-based mobile learning (m-learning) in two related streams of research and development. The first stream focuses on professionals and tradespeople and the second on consumers. Participants will be recruited through partner organizations. Both streams aim to increase motivation, enable collaboration and stimulate action in relation to implementing LCL-solutions.

Engaged Communities

8. Enhanced education and capacity building

Project Leader

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Partners

Swinburne; UniMelb; Vic Building Authority; MBA; Syd Coastal Councils; BuildSmart Aus

PROJECT START DATE: JAN-14

PROJECT DURATION: 4 YEARS