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Conference on Non-Digital Game-Based Learning in Physics and STEM Disciplines | (smr 4206)

Wednesday 24 June 2026

- (09:00-17:30)

time	title	presenter
09:00	PIXEL (of) the Universe: a Game-Based Learning Study on Students' NOS Ideas	SARA RICCIARDI
09:30	SDG Hero Game to deepen learners' understanding of the Sustainable Development Goals (SDGs) and to stimulate creativity and engagement in Macau community actions	MIN YANG
10:25	Group Photo	
10:30	Coffee/Game Break	
11:00	Board games and board game design as a learning tool for complex scientific concepts	FABIO CHIARELLO
12:00	Lunch Break	
13:30	Hands-on game session: Quantum Race: from Mancala to Quantum Mechanics	FABIO CHIARELLO
14:30	Analysis of the game	FABIO CHIARELLO
15:30	Transfer to Trieste and Visit to MODIANO (Company producing card games)	STEFANO CRECHICI