

# Storytelling of LEA game

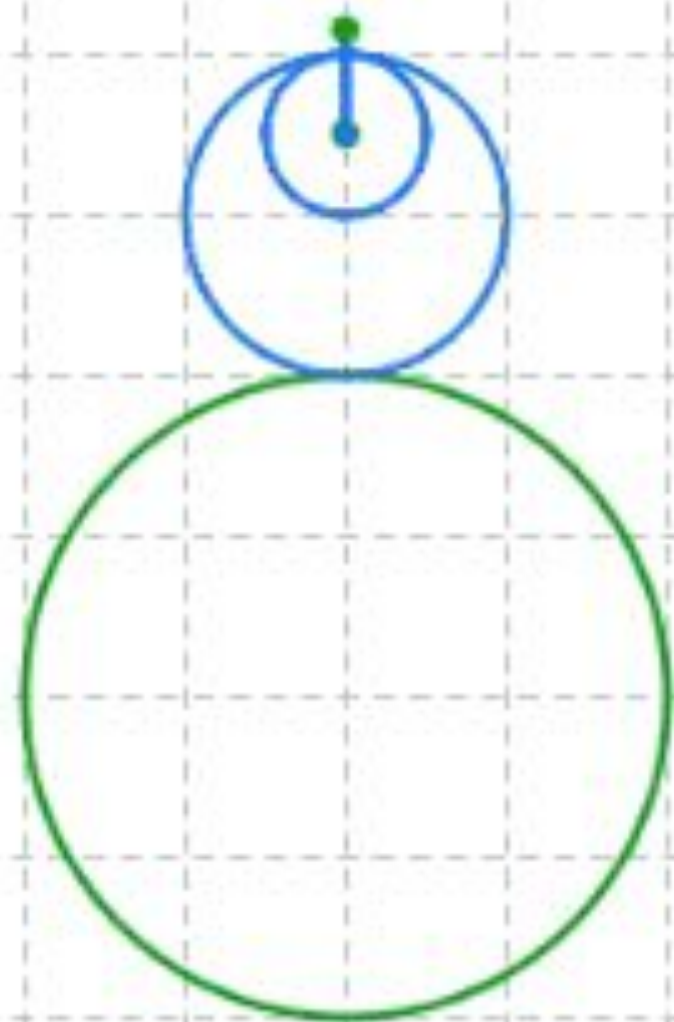
*Giulia Conti, PhD*  
University of Reggio Emilia, Italy

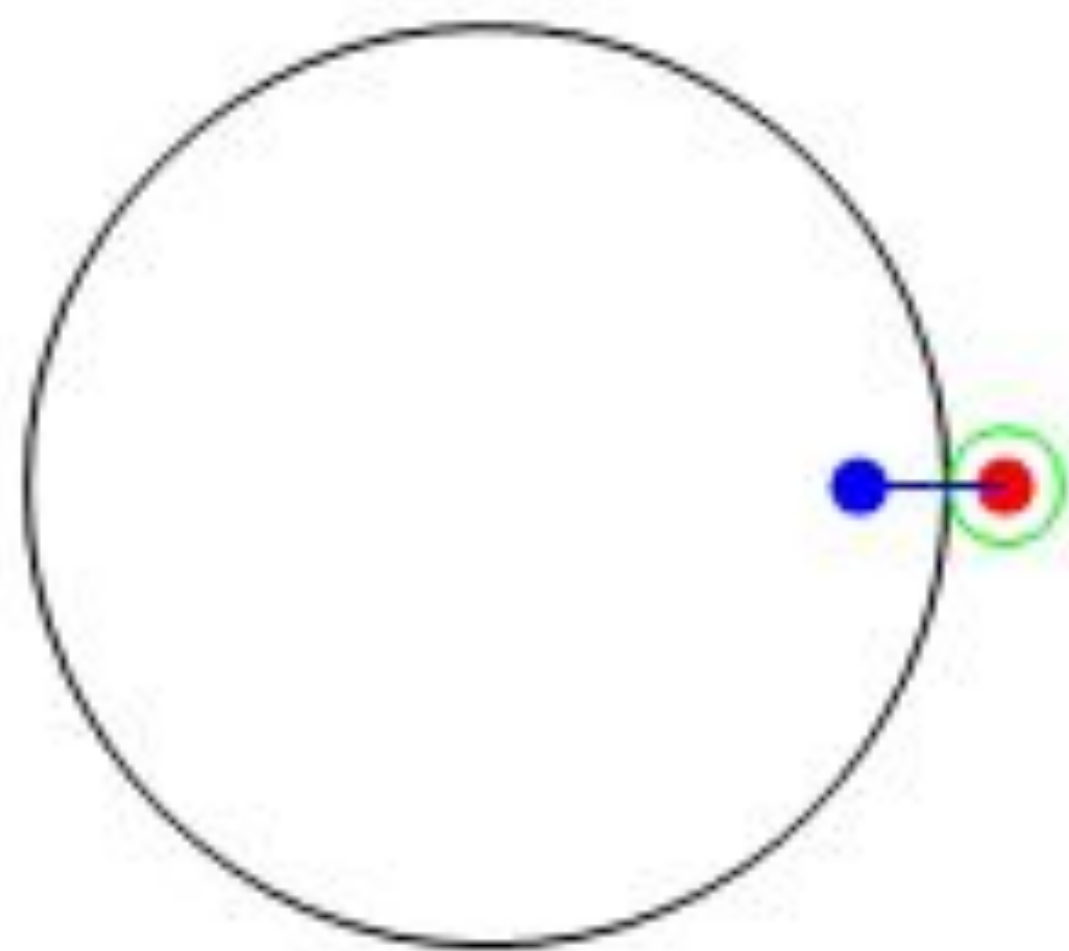


Co-funded by  
the European Union

Final Conference, May 13, 2024, Sofia (Bulgaria)  
Project 2021-1-BG01-KA220-HED-000027624







# Humans are storytelling animals (Gottschall, 2012)

- **Humans immerse themselves in a world of imagination.**
- **“We are, as a species, addicted to story.** Even when the body goes to sleep, the mind stays up all night, telling itself stories.”  
— Jonathan Gottschall, *The Storytelling Animal: How Stories Make Us Human*
- We craft tales, immerse ourselves in novels, movies, and dramas. Night and day dream. Even competitions and legal proceedings unfold as narratives. Despite this, storytelling has remained largely uncharted. While it's often said that **humans have an innate affinity for stories**, the question remains: **why?**



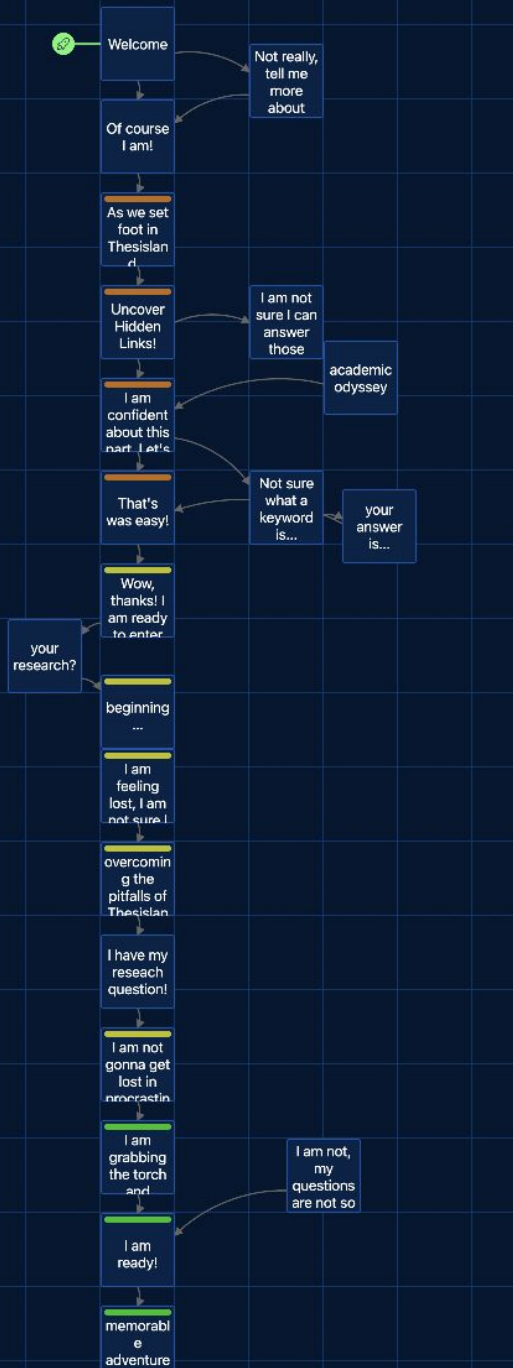
# Humans are storytelling animals (Gottschall, 2012)

- Jonathan Gottschall posits that **stories serve as guides** through the intricate social challenges of life, akin to how flight simulators prepare pilots for challenging scenarios.  
Storytelling, like other behaviors, has evolved **to ensure our survival**.
- Were you aware that children across diverse backgrounds enact similar stories? And that avid readers of fiction exhibit higher levels of empathy?
- **Stories possess transformative potential.** The most impactful tales are often moral—they impart life lessons, both implicitly and explicitly, fostering unity around shared values. We recognize ourselves as adept architects of narrative.



# LEA - LEarning in Academia

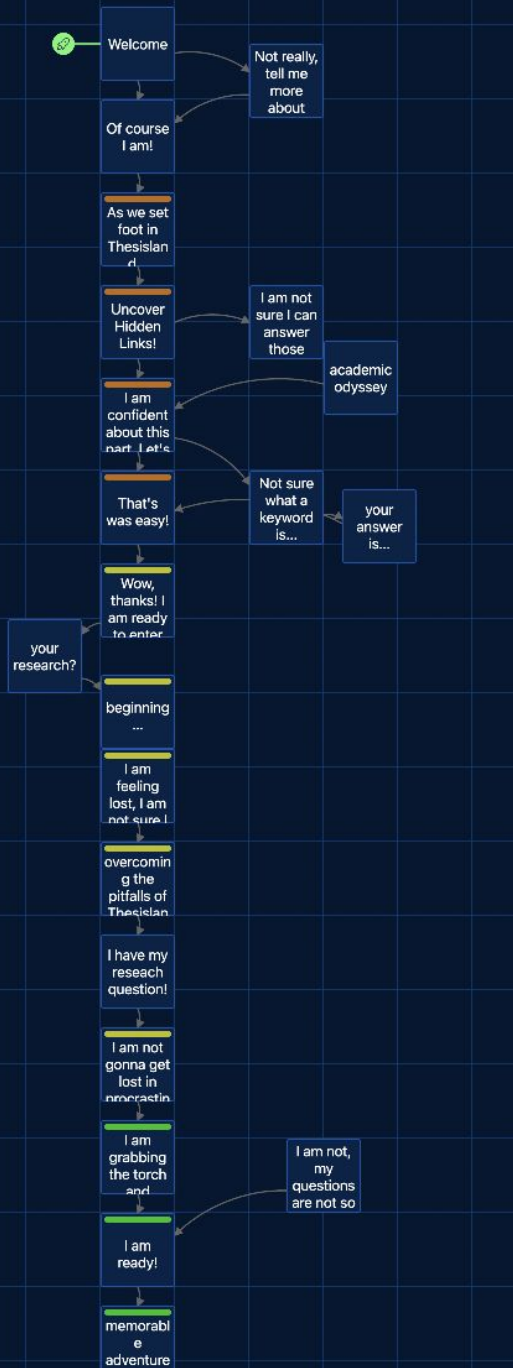
The game is structured like a **narrative fantasy game**, very similar to a digital **gamebook**, which, **through the exploration of different settings and the encounter with a series of villains, familiar to any student approaching thesis writing** (procrastination, the desire to talk about everything), offers an immersive, engaging, and interactive experience.



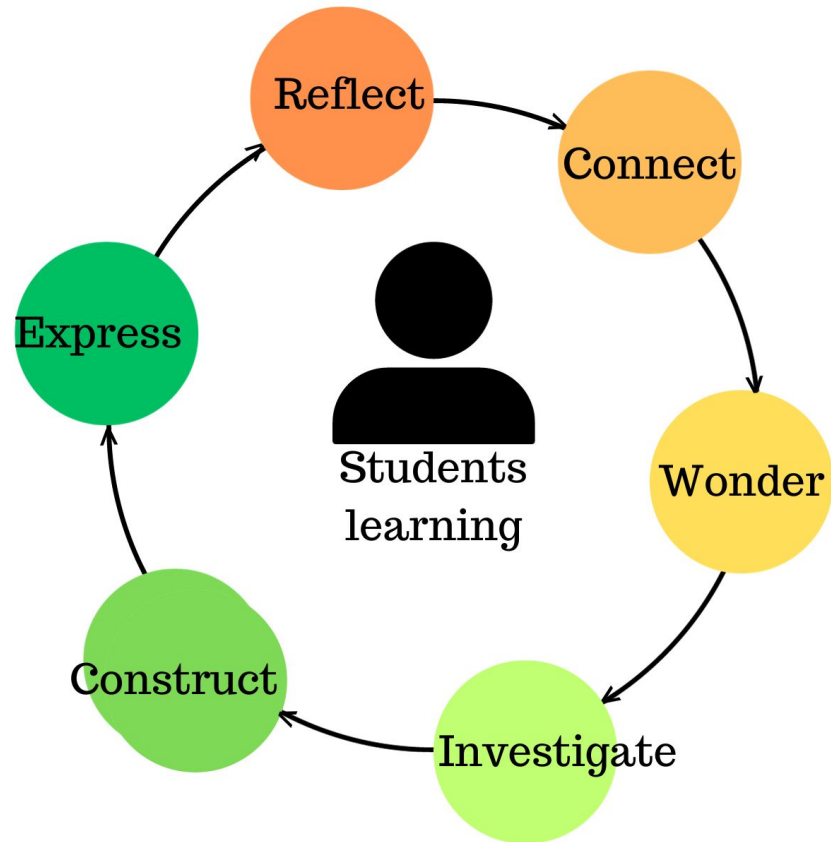
# LEA - LEarning in Academia

In the video game, **Lea is our guide**; she is the great-granddaughter of **Galileo Galilei**, the father of the scientific method.

Together with Lea, players explore the fantastical world of research, where each phase of the research corresponds to a unique environment.



# LEA: the 6 phases for the research circle 🔄

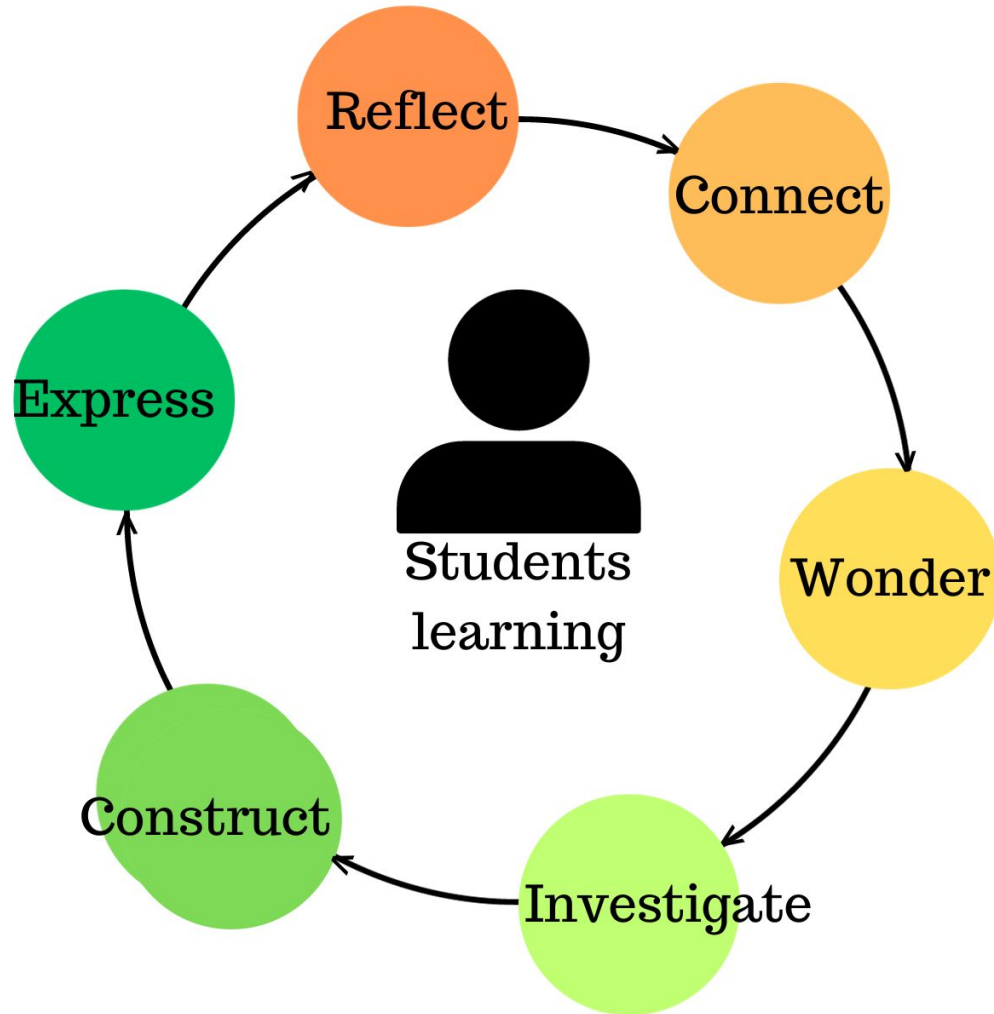


The game has been carefully designed to **provide a practical understanding of research methodologies and scientific procedures**, allowing students to learn actively and participatively, as well as personalized. Through LEA, **students can dynamically explore complex concepts, acquire fundamental skills, and refine their understanding of research processes, preparing them comprehensively and effectively for the academic and professional challenges ahead.**





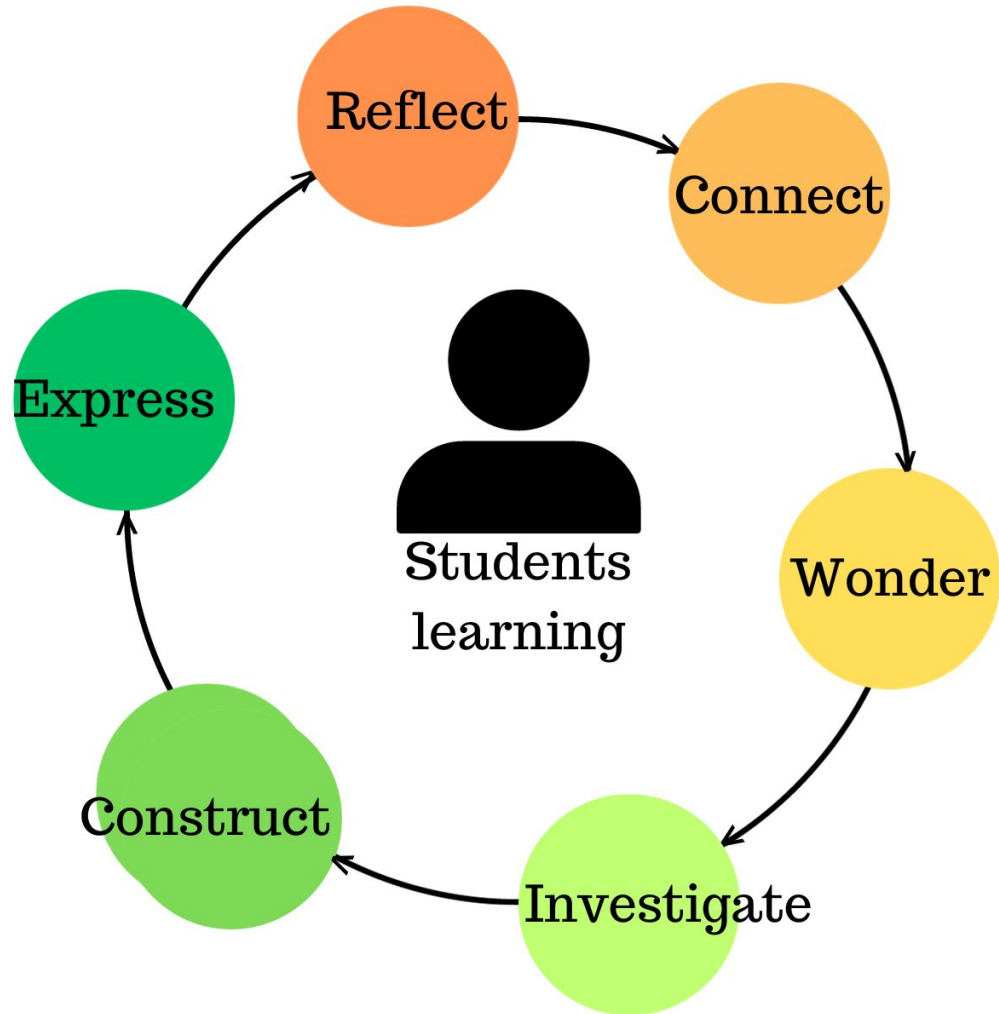
# 6 phases for the research circle 🔄



1. **Connect**
2. **Wonder**
3. **Investigate**
4. **Construct**
5. **Express**
6. **Reflect**



# 6 areas to explore 🔄



1. The **Connect** Nexus
2. The Cave of **Wonders**
3. Unveiling the Veil of **Investigation**
4. The Citadel of **Construct**
5. The source of Eternal **Expression**
6. The **Reflective** Ocean.



# the LEA journey

LEA aims to guide students through the circular phases of scientific research: **from connecting previous knowledge and interests (Connect), to creating hypotheses and research questions (Wonder), Investigating (the phase where we identify possible studies and resources to help us in our research), to Construct, the moment when we begin to write and argue, continuing with Express, the moment when we assess our goal and audience and tailor the message, and concluding with Reflect, a self-reflective phase that allows us to evaluate what has been done, improve, and open up to possible future developments.**

**THANK YOU  
and HAVE FUN!**

*Giulia Conti, PhD*  
University of Reggio Emilia, Italy



**Co-funded by  
the European Union**

Final Conference, May 13, 2024, Sofia (Bulgaria)  
Project 2021-1-BG01-KA220-HED-000027624

