Section 3

Chapter 14 - From Videogames to Work: Interactive Languages and Three-Dimensional Environments as Reference Models in Tomorrow's Professions.

Exemplary case 1

Title: *Environmental simulators:* **Climate Kids**

Description:

One of the professional areas that will offer the greatest job opportunities in the coming years is undoubtedly the ecological one. Digital economy and sustainable economy will create much of the work of the future. The introduction of educational games or Apps dedicated to environmental changes and sustainability are therefore important to prepare young people for the new professional context that is taking shape. Climate change, in particular, is changing the consolidated environmental order; simulating the effects of new atmospheric phenomena, with unprecedented characteristics, requires computer systems not so different from those of games such as *Sim City* or *Sim Earth*.

In this sense, NASA has distributed a series of educational games on the site *Climate Kids*[1], divided into major environmental issues: climate, atmosphere, water, energy, plants and animals. Aimed at children above primary school age, the site includes interactive games, hands-on activities and engaging articles that make climate science accessible and fun. With a special section for educators, *Climate Kids* is also ideal for parents and teachers. The games are very simple, but they have a scientific basis and are developed according to the metaphor of the "simulation of change": changing the environmental parameters, you change the conditions of the environment. The

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[1] https://climatekids.nasa.gov/menu/play/

Climate Kids website therefore focuses on the sciences of climate change and sustainability, and through simulation games provides clear explanations for the major issues that the sustainable economy has to address today.