



Faculty of Arts and Social Sciences
Environmental Science

Course Reading

Pedagogic methods for teaching about risk and environmental issues

Valid from 01/20/2025

Course Code: MVG403

Course Title: Pedagogic methods for teaching about risk and environmental issues

Credits: 7.5

Degree Level: Undergraduate level

Books

Adams, Ernest. (2010). *Fundamentals of game design*. Berkeley, Calif.: New Riders ; 2. ed.

Lemarchand, Richard (2021). *A playful production process: for game designers (and everyone)*. Cambridge, Mass.: MIT Press

Book Chapter

Rick Millican (2020). A rounder sense of purpose: Competences for Educators in Search of Transformation. In Vare, P., Lausset, N & Rieckmann, M. (eds.) (Editor). *Competences in Education for Sustainable Development: Critical perspectives* (p. 35-43) Switzerland: Springer

Articles

Sheila G. Oyao, Jack Holbrook, Miia Rannikmäe & Marmon M. Pagunsan (2015). Competence-Based Science Learning Framework Illustrated Through the Study of Natural Hazards and Disaster Risk Reduction. *International Journal of Science Education*, 37 (14), p. 2263

Misc.

Olof Oscarsson (2023), Resiliens och "serious games" - en kunskapsöversikt,
<https://www.diva-portal.org/smash/get/diva2:1795426/FULLTEXT01.pdf>

Approved by the Faculty Board of Arts and Social Sciences 08/16/2024