The Valais Nature Museum (Switzerland) aims to educate visitors about the Anthropocene, which requires a systemic vision involving natural sciences and humanities in order to understand the complex interactions between societies and the environment.

PLAY is a project dedicated to rethink school visits in a museum of natural sciences. It consists in a game-based learning activity within the permanent exhibition, with its collection of material objects, unique physical spaces, and use of multimodal resources.

### A Reflexive Space
- Engage in systemic reasoning about socioecological issues
- Engage in the resolution of complex, non-deterministic problems and, in so doing, to develop their relationship to knowledge

###game-based learning
(Sanchez et al. 2015; Oubahssi et al. 2020) is considered to offer interesting perspectives to foster learner’s engagement, which is one of the key elements of learning.

### References

[Game-based learning](Sanchez et al. 2015; Oubahssi et al. 2020) is considered to offer interesting perspectives to foster learner’s engagement, which is one of the key elements of learning.

The game (*Geome*) offers a metaphor about the relationship between humans and nature. It is a two-part game played by teams of students with digital tablets in a museum. They take the role of a nature professional who lives and works in an isolated chalet in a valley. The character acts as:
- a hunter in the 1st part
- a researcher in the 2nd part

### METHODOLOGY
**Design-based research**
(Design-Based Research Collective, 2003; Sanchez et al. 2015)

- Contributory
- Collaborative
- Iterative
- In ecological conditions