TRACE
TRACING CLIMATE CHANGE
by geomorphological approaches

E3STEM
HELLENIC EDUCATION FOR STEM (E3 STEM)
Science Technology Engineering Mathematics

TRACE INTERNATIONAL WEBINAR · 26 OCTOBER 2026

Transforming Educational Resources into Interactive Games

TRACE examples

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E3STEM · Hellenic Educational Society of STEM

Co-funded by
the European Union

OUR ROLE IN TRACE

Science, communicated through play

E3STEM, the Hellenic Educational Society of STEM, turns TRACE's research and teaching material into formats people want to explore: playful, visual and easy to share.

Simplify

Field research and lessons become clear, bite-sized questions.

Engage

Illustrated, interactive formats for students, teachers and the public.

Share

Open links anyone can play, reuse and embed.

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GAMIFICATION

Why turn lessons into games?

Active recall

Answering, not just reading, helps ideas stick.

Instant feedback

Players see at once what they got right.

Motivation

Story, visuals and a little challenge keep attention.

Self-paced

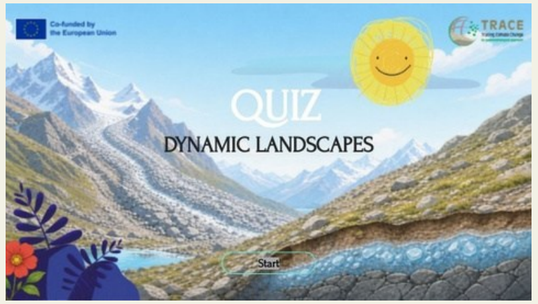
Play anytime, on any device, as often as needed.

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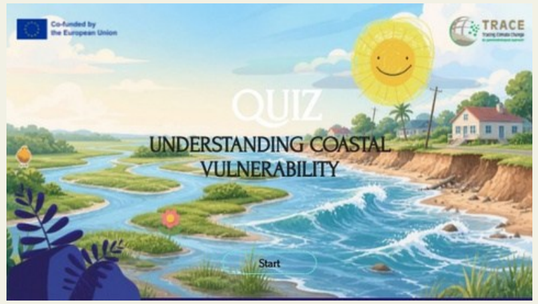
The TRACE game collection



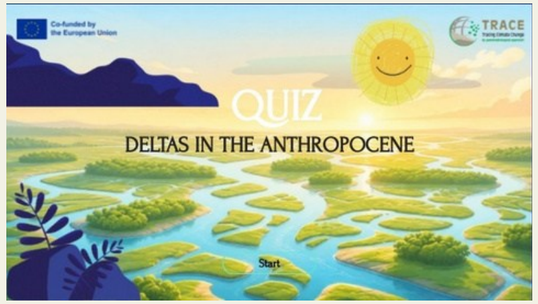
Coastline Dynamics



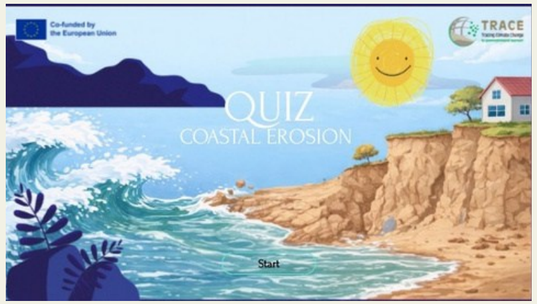
Dynamic Landscapes



Understanding Coastal Vulnerability



Deltas in the Anthropocene



Coastal Erosion



Marine Terraces



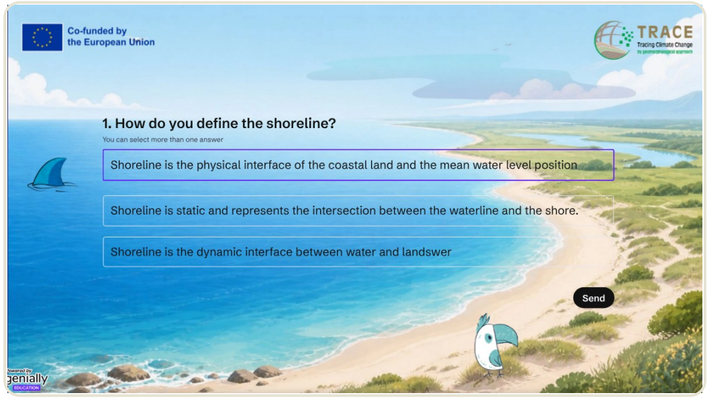
Adaptation & Mitigation Strategies

7 quizzes

Built in Genially, free to play online

THE TRACE GAMES

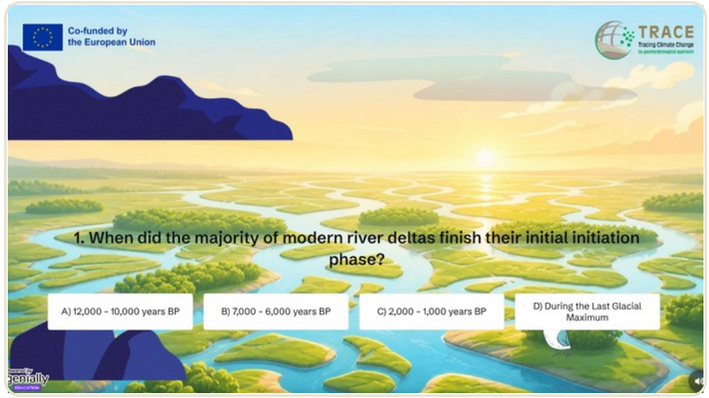
Three question types, one playful style



COASTLINE DYNAMICS

Multi-select

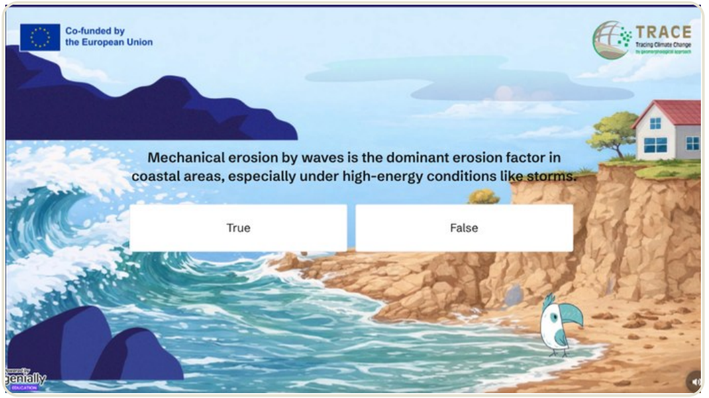
Choose every answer that fits.



DELTAS IN THE ANTHROPOCENE

Multiple choice A–D

One best answer out of four.



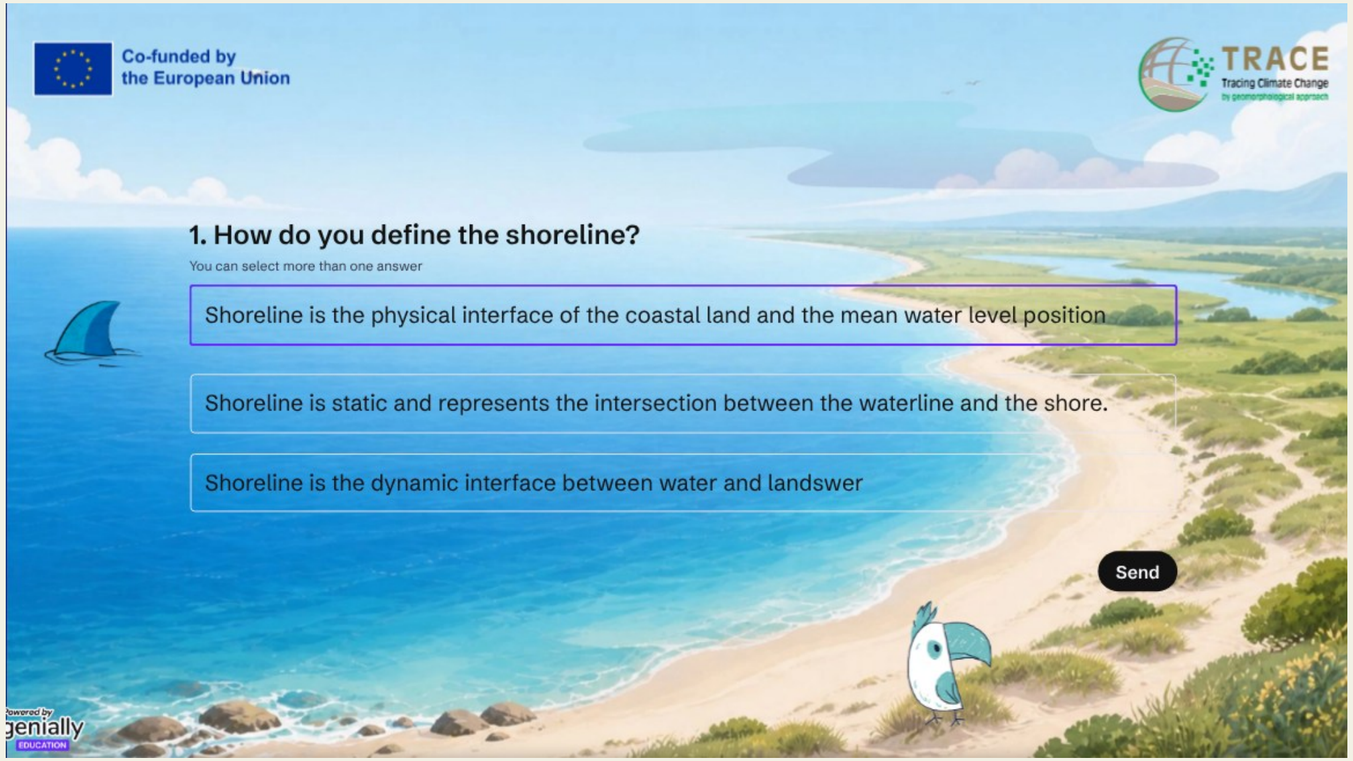
COASTAL EROSION

True / False

A quick call on one clear statement.

A CLOSER LOOK

Inside a game: Coastline Dynamics



1. **Visuals and animations**
   Enhanced with illustrations and animations that set the scene.
2. **Clickable answers**
   Tap the answers that fit, then press Send.
3. **Instant feedback**
   Players know right away how they did.
4. **Progress and branding**
   Progress indicators and project logos on every screen.

MAKE YOUR OWN

From lesson to game in five steps

1

Pick one lesson

A TRACE video lesson or course PDF.

2

Find the key ideas

Core ideas plus common misconceptions.

3

Write questions and feedback

Mix multi-select, A–D and true/false.

4

Build it in Genially

A template, enhanced with visuals and animations.

Share one link

In class, on the website and on social media.

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IN GENIALLY, STEP BY STEP

Start from a template

1 Sign up for free

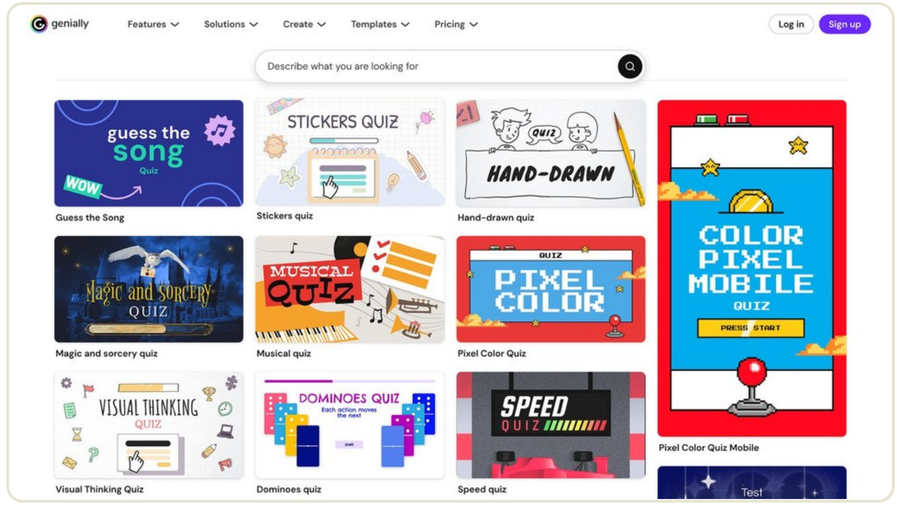
Create a free account at genially.com.

2 Click Create genially

Pick a quiz template, start blank or import a PowerPoint.

3 Make it yours

Customize the design and enhance it with animations.



Genially quiz templates



Our TRACE version: Coastline Dynamics

IN GENIALLY, STEP BY STEP

Add interactive questions

4 Insert a question

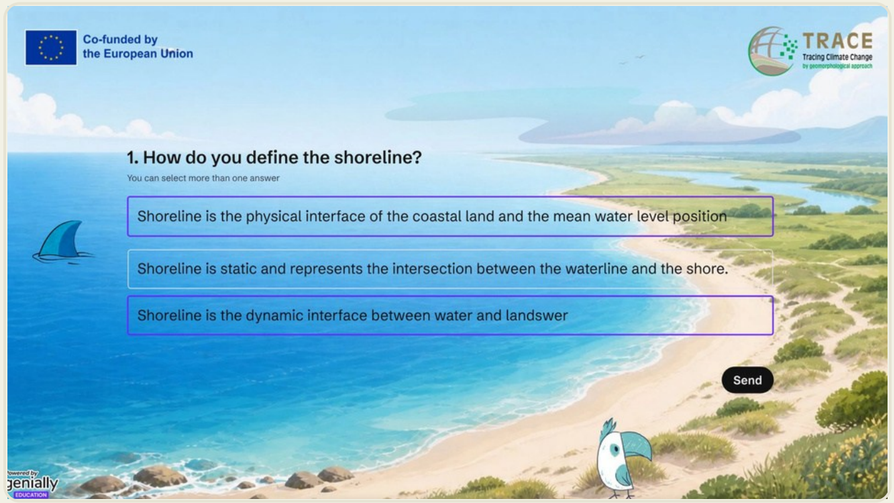
Left sidebar: Interactive questions. Choose a type.

5 Mark the right answers

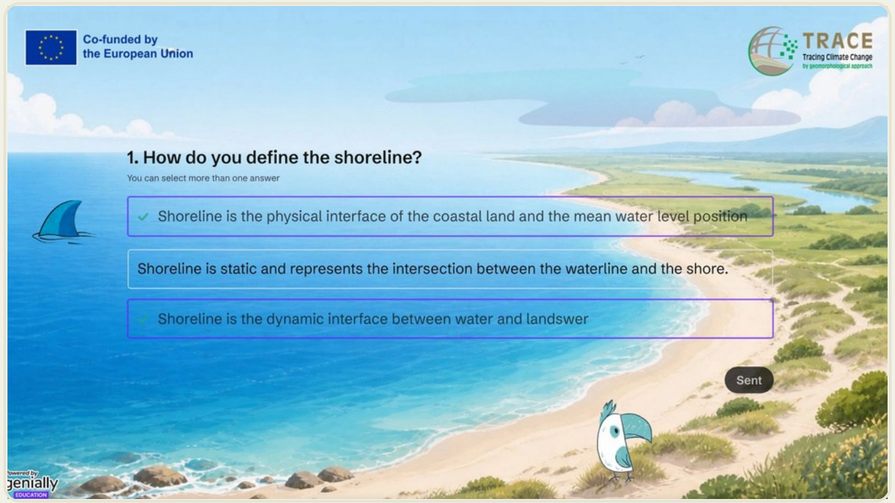
Type question and answers, tick the correct ones, turn on Submit.

6 Set the actions

Based on the result: show feedback, then go to the next page.



Players choose their answers and press Send



Correct answers get a tick, then the next page opens

IN GENIALLY, STEP BY STEP

Preview, share, follow up

STEP 7

Preview

Play it yourself, the way a student would.

STEP 8

Share

Click Share: copy the link or the embed code.

STEP 9

Follow up

Check Activity to see how players answered.

One link, any device: view.genially.com/69f8d476e3bf6c1a0d55db30

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GAMIFICATION TOOLKIT

What makes a quiz feel like a game

Already in the TRACE quizzes

- Engaging visuals and animations
- Instant feedback on every answer
- Visible progress, page by page
- A mix of question types

Easy next steps

- Points, badges or a certificate
- Timed rounds for extra challenge
- Live team play with a leaderboard
- An escape-room story to unlock

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DESIGN TIPS

Keep it light, keep it clear

One idea per question

Short questions are easier to answer and to remember.

Feedback that teaches

Say why an answer is right, not only that it is.

Short sessions

Five to ten minutes fits into any lesson.

One look for the series

A consistent visual style across every game.

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THANK YOU

Play the TRACE games

trace.unibuc.ro · @traceclimatechange

- Coastline Dynamics
- Dynamic Landscapes
- Understanding Coastal Vulnerability
- Deltas in the Anthropocene
- Coastal Erosion
- Marine Terraces
- Adaptation & Mitigation Strategies

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Social Media

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