



MIGRATE - MIGRation pATterns in Europe

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MIGRATE - A game-based learning application

- ✓ The first Web mapping application
 - developed with a gamification approach
- ✓ With the purposes of
 - deriving insights on people's perception of migration
 - educating and raising awareness about migration in Europe
- Application architecture
 - using open data







The Migrants' Files

built with open source software















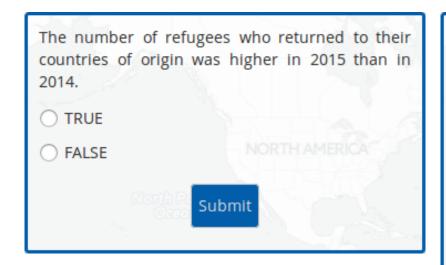


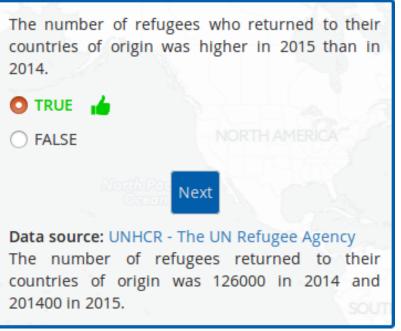


- ✓ Website: http://geomobile.como.polimi.it/migrate
- Source code (EUPL): https://github.com/kilsedar/migrate

MIGRATE - The game

- ✓ Each game is composed of 6 questions
 - 1 true/false, 2 multiple choice, 2 map-based, 1 text-based
 - limited time (30 seconds) given to answer each question





- ✓ Computation of user score & update of leaderboard
- ✓ First MIGRATE challenge (from TODAY to January 5, 2017)
 - top 10 players will get awards!