

Assassins Creed Discovery Tour

Duration:	20+	min	
Number of players:	1	player/s	
Materials/ Tools needed:	PC/conso	PC/console	
Publisher:	Ubisoft		
Game Designer:	Ubisoft		
Language	ENG	ENG	
Links:		https://www.ubisoft.com/en-gb/game/assassins-creed/discovery-	
	loui	tour	

Type of game: Main topic:

- () board
- () card
- () role play
- () simulation
- (x) computer
- () Serious
- () Other:

History of Ancient Egypt, Ancient Greece and the Viking Age.

Short description/ Goal of the game:

The Discovery Tour series is made of dedicated games that let visitors freely roam Ancient Greece, Ancient Egypt and the Viking Age to learn more about their history and daily life. Students, teachers, non-gamers, and players can discover these eras at their own pace, or embark on guided tours and stories curated by historians and experts.

Image:



Educational value/ Learning Objectives:

History Through Stories

Immerse yourself in history through a memorable and engaging interactive experience. Curated by historians, professors, and experts, the Discovery Tour covers a wide variety of topics, ranging from art and architecture to philosophy, politics, and religion.

Personalize Your Experience









Output PR3: Commented Game Collection



Travel through Ancient Greece, Ancient Egypt and the Viking Age as one of dozens of different avatars, unlocked as you progress in the Discovery Tour. These include a range of fictional characters as well as such legends as Cleopatra, Sokrates, Caesar, Pythagoras and King Aelfred.

Delve Into An Immense World

Explore massive, painstakingly detailed re-creations of ancient lands and eras. From the heights of the Parthenon to the depths of the Aegean Sea, from the Pyramids of Giza to the snowy lands of Norway, Discovery Tour's historians and designers have invested a great deal of time and energy into meticulously recreating the famous landmarks, geographical features, and daily routines of the ancient world.

Recommendations for use:

Pro's & Contra's:

- Specialized content and curated for teachers and students
- Curriculum Guide made with help from McGill university, Technology Learning & Cognition Lab
- Every student need its own pc

Tips and Tricks for Facilitators

How to adapt game for different groups, topics, occasions/needs

Curriculum Guide made with help from McGill university, Technology Learning & Cognition Lab: https://www.ubisoft.com/en-gb/game/assassins-creed/discovery-tour/curriculum-guide



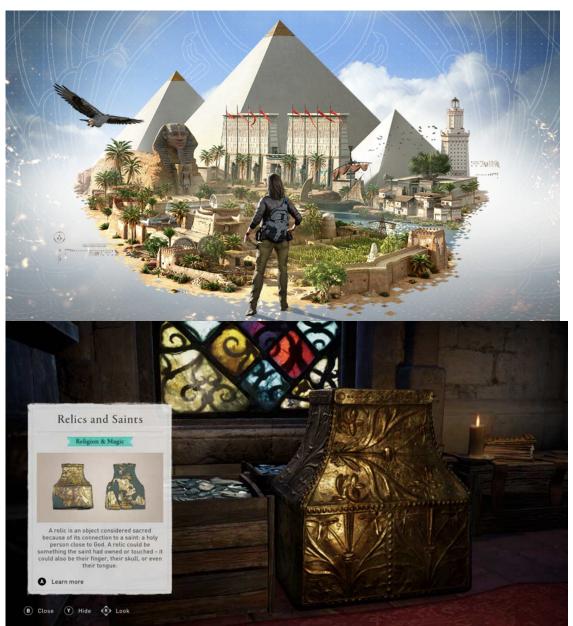






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