Cross-disciplinary Skills and Abilities in the Video Game 'Danger in Pompeii'

1. Problem solving

- Thinking: solving the puzzles in each quest involves deduction and logical reasoning.

- Observation and memory: visual exploration trains the ability to observe a rich, realistic environment in detail and memorize certain of its elements.

- Adaptability: the variety of missions, with different problems to be solved each time, forces players to test various approaches.

- Curiosity and autonomy: the wide range of choices available stimulates exploration, allowing you to discover Pompeii at an individual pace: itineraries, the order in which quests are completed, the number of secondary quests finished, accessory shops visited, and points of interest consulted.

- Time management and planning: strategic choices required to complete missions demand constant progress management throughout the game.

- Resource management: collecting and using sesterces (currency) teaches how to manage limited resources.

- Decision-making and responsiveness: dangers of the imminent disaster caused by the eruption of Mount Vesuvius encourage fast, efficient decisions.

2. Language Skills

- Reading and comprehension: Reading and understanding the quest instructions and characters' dialogue in each mission are essential skills throughout the game.

- Vocabulary expansion: the dialogues encourage learning of terms specific to Roman culture.

3. Motor skills

- Coordination: moving the main character around and interacting with objects or characters requires fine motor skills and good hand-eye coordination.

- Reactivity: time-limited motor reactions require quick reflexes.

4. Social and emotional skills

- Helping others: helping Pompeii's characters in difficulty fosters a spirit of solidarity.

- Managing emotions: facing dangerous situations (such as the eruption) teaches how to manage emotions in stressful situations.

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