ASTRID

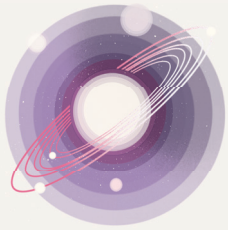
Making climate change education approachable, engaging and relevant.

Astrid is a product suite of engaging educational experiences about climate change. Each product aims to give students the knowledge and resources to understand and debate climate change issues.

Our products range from virtual reality role playing experiences, to augmented reality textbooks, to card games, immersive videos, interactive educational content, and more.

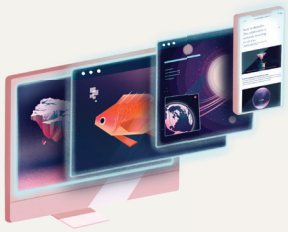
The Astrid product suite:

Games are interactive, Stories bring deeper knowledge, and Tools are for educators, to help them teach. In the near future, we are also using our 27+ year history of making interactive, engaging user experiences in museums to develop museum exhibitions which span across all three categories.



Educational Games are immersive, engaging educational experiences which facilitate learning, understanding and creative and critical thinking about climate change.

Educational Stories are more traditional educational content such as stories, presentations, videos, or experiences which provides in-depth knowledge about climate change.



Educational Tools are specifically designed for educators to help them teach climate change and include websites, videos, presentations, worksheets, tests and more.

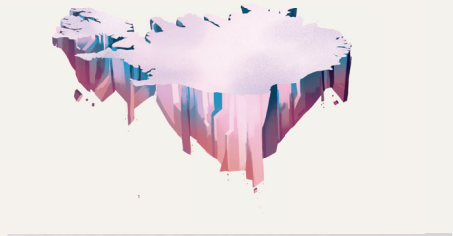
ASTRID

www.astrid.is

Garden of Choices is the first product emerging from the Astrid initiative whose aim is to create engaging educational climate change Educational Tools and materials. Astrid is a product from Gagarin (www.gagarin.is) who has over 27 years of experience creating memorable interactive exhibitions for museums and public spaces.

Educational tools co-created with experts

Our first product is “Garden of Choices”, a Virtual Reality role playing game to facilitate discussion and debate about climate change. We’re working on others and are excited to share them with you on our site, www.astrid.is



Garden of Choices
Our first product, a virtual reality role playing game.

Ocean Experience
Coming soon – educational experiences in the Arctic ocean.

Card Game
A multi-player game to instigate discussion and debate.

A co-creation process

Garden of Choices has been created in close collaboration with teachers from the University of Iceland, with high school students from Iceland and Denmark, scientists from the Meteorological office in Iceland, game designers and computer scientists from Reykjavík University, social science researchers from the University of Iceland, researchers from the Environmental Agency of Iceland, and a climate change expert from Environice.

We are grateful for the financial support from the Technology Fund of The Icelandic Centre for Research (Rannís) and the Icelandic Climate Change Fund in making Garden of Choices a reality.

Try Garden of Choices in your school

We are conducting a pilot project in the Nordics where we bring Garden of Choices to your school district. Five students can use Garden of Choices at one time and we expect to test with 5 groups of students (25 total, though this can be adjusted as needed).

Testing will take place between February to March 2022. Contact us at astrid@gagarin.is to book a session.