

Title: The mobile application: Scientific backpacker

Brief and achievements (about the project): with illustration

The problem was that students had alternative perceptions of some natural tourist sites in the Sultanate of Oman, and that their tendencies towards natural tourist sites were weak. For example:

Students find it difficult to believe that there is volcanic activity in **Wadi al-Jizzi** mountains, although it includes the formation of Pillow Lava



Students also believe that there can be no giraffes who have lived in in the past, in **Dibba**, nor dinosaurs who have lived in the village of **Al-Khoud**.



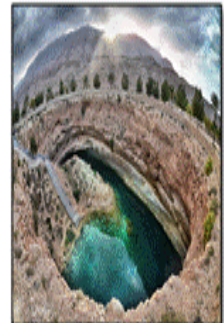
Some students believe that rock formations in the rock garden in **Duqm** were carved by the ancient Omani man thousands of years ago



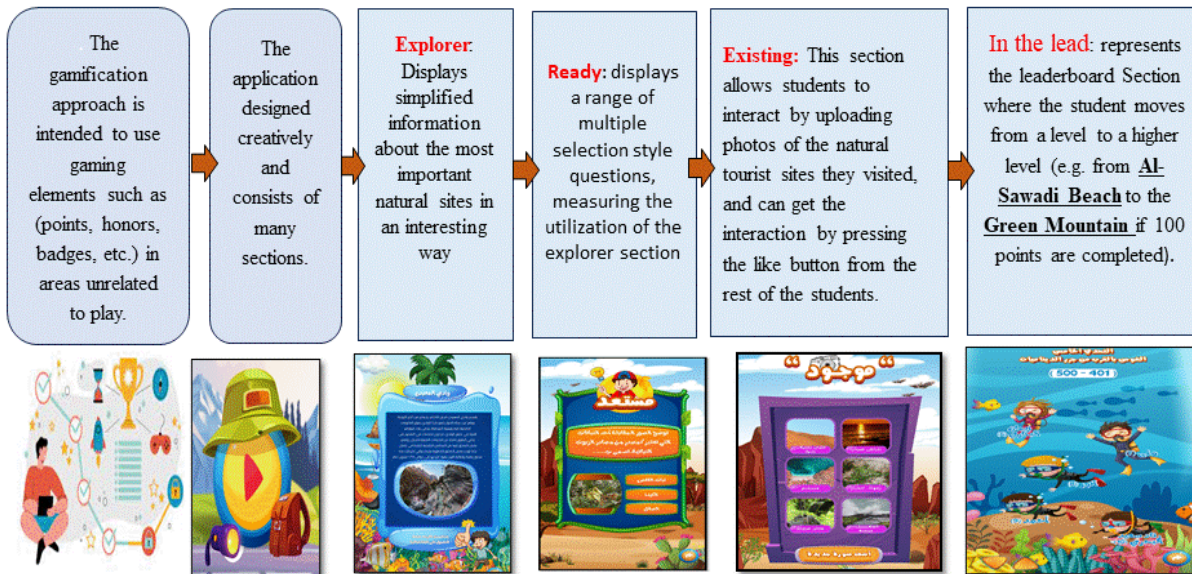
They believe that pink lakes in **Al-Jazir State** have gained this color because of the presence of a pink pigment in the water.



Many students believe that the location (Star Fall) in **Qurayyat** was caused by the fall of a star or a meteorite.



The solution: Designing a phone application based on a gamification approach, which aims to provide students with scientific concepts related to natural tourist sites, in addition to correcting misconceptions about some of these sites. It also aims to develop positive attitudes towards this site, (Scientific Backpacker)



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