

STE(A)M GAMIFICATION INNOVATIVE AR TECH IMMERSIVE



AR4STE(A)M



Co-funded by the
Erasmus+ Programme
of the European Union

WHAT IS AR4STE(A)M

Gamification has gained considerable interest in education circles due to its capability of enhancing the learning process among students. Indeed, gamification encourages students' participation in the STEM[KD1] learning activities. Based on constructivist pedagogic principles, Augmented Reality (AR) provides the learner with effective access to information through real-time immersive experiences. Furthermore, game-based learning is one of the approaches that have received growing interest. In this context, the project envisages to strengthen the link between science education and creativity providing upper secondary schools with immersive technologies (Augmented Reality) for teaching and learning STEM. Thus, providing quality access and opportunities to a huge mass of students to perform experiments and practice their skills in a collaborative and risk-free learning environment.

TARGET GROUP

Associated Partners (AP), school staff, teachers, students, professional experts in the field, educational organizations, teacher training organizations, science centers, science associations, science museums, science "entertainers", Universities (departments of engineer, science, art, ICT, etc.), major broadcasters, industry sector, research institutes, NGOs, public authorities, policy makers.

RESULTS

The aim of the project is to integrate immersive technologies and gamification of learning in upper secondary schools' educational programs and foster school teachers' capacity to teach STEM effectively.

01 COMPENDIUM OF GAMIFICATION STRATEGIES

A selection of good AR apps and technologies in the partner countries.

02 ONLINE TEACHERS TRAINING PROGRAM

Training course on the use of game-based augmented reality activities to teach STEM in order to overcome and improve the traditional method of teaching and learning in class.

03 STE(A)M LABORATORIES

On the basis of the most appropriate digital competencies and skills identified in O2, teachers will be involved in guiding and supporting students in the design and development of an AR activity on a preferred STEM topic.



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