

PRESS RELEASE N. 2 JANUARY 2021

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The AR4STE(A)M project team is resilient in Corona times!

Despite the ongoing pandemic preventing any physical events from taking place, AR4STE(A)M Project is going on successfully and several goals have been achieved in the last months!

Final publication of the Compendium of Gamification Strategies: Promoting creativity through good and proven AR Apps and Technologies for STE(A)M learning

The first publication of the EU-Erasmus+ project "AR4STE(A)M" is the Augmented Reality Compendium - a compilation of suitable game-based AR (Augmented Reality Applications) apps and technologies for MINT (Mathematics, Computer Science, Science, Art and Technology) teaching. The digitally available compendium aims to present the most relevant AR learning practices from 6 EU countries (Belgium, Germany, Cyprus/Greece, Italy, Netherlands & Turkey).

Available here: https://www.pedocs.de/frontdoor.php?la=en&source_opus=20639

NEW! Identification of training needs and challenges for teachers in STE(A)M classes

Focus groups and interviews were organised during the Fall semester with teachers in partners' countries. The focus of these meetings was to gain a more understanding of any previous AR experiences of the participants and to what extent the educational potential of AR technology was appreciated. Interviews results are 'captured' in 5 funny animated videos that will show you the concrete training needs of school teachers for facing challenges in effectively embed AR and game-based learning in teaching and learning STE(A)M.

Watch the videos here: <https://ar4steam.eu/results>

AR4STEAM Project- what's next?

The team is working to define the contents of the online teacher training programme which will be delivered through the Moodle environment. Each partner is co-producing a specific module of the course: based on a pedagogical and theoretical foundation of Design Thinking, the online Course will provide teachers with the opportunity to experiment and implement AR in STE(A)M classes thanks to the CoSpace Edu Augmented Reality platform.

Questions? Feedback? Please feel free to get involved!

Your AR4STEAM TEAM