

# PRESS RELEASE 5

## MARCH 2022

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15 March 2022

Credits: AEDE

2019-1-FR01-KA201-062281



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

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## The AR4STE(A)M project team finally reunited in presence!

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The last project meeting in Brussels on March 8, 2022, provided an opportunity for AR4STE(A)M partners to analyze the results from a quality assurance perspective, focusing on the sustainability of the project and planning other dissemination activities.

The only regret: the absence of Turkish partners, whom health restrictions prevented from coming. But they joined us online. Too bad they couldn't taste the delicious Belgian chocolate...

## AR4STE(A)M Info Day in Brussels: Final Conference of the project

March 7, 2022 - AR4STE(A)M festive day!

The European Association of Teachers (AEDE) organized and hosted the project's Final Conference. It was a touching moment to recall and share the results of almost three years of hard work in the challenging conditions of the pandemic.

Teachers from Belgium and abroad, heads of institutions and organizations, students were present in Brussels at the Congress Center of the Bedford Hotel, rue du Midi 135.

The project partners who arrived from their countries (Belgium, Germany, Cyprus, Italy, the Netherlands) and Turkey's partners present online exposed their work and exchanged ideas with the audience.



**A pleasant surprise:** The students of the Belgian section of SHAPE international school, protagonists of the film on the innovative AR4STE(A)M lab, confirmed the success of our work. They were happy to watch the films shot during the students' labs from Germany, Italy, the Netherlands, and Turkey. They expressed their interest and pleasure in using AR in the science classroom. The best validation is for the project team to see that the final beneficiaries of their work have been so satisfied.

**Watch the videos and get inspired for engaging and fun lessons here:** <https://ar4steam.eu/results>

## Is the AR4STEAM project finished? No way!

All the apps used in the partners' innovative labs can be found and used as they are or adapted to your objectives on the platform: <http://cultapp.ar4steam.eu/cultapp>

Do you want to stimulate your students' interest in your science and art lessons? Then do not hesitate to introduce AR apps with immense educational potential among your teaching methods!

The AR4STE(A)M team remains available for any other information. We are grateful to you for following the work of this project.

Questions? Feedback? Don't hesitate to get involved!



<http://ar4steam.eu/>



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## Your AR4STEAM Team

