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Since January 2020 our Erasmus project AR4STE(A)M has started. In this Newsletter we want to introduce the project to you. Nowadays, digitization affects how people live, interact, study and work, and due to this phenomenon, some jobs will disappear, others will be replaced, jobs will be created, and thus many jobs and industries will be transformed.

Therefore, the education system needs to adapt to this reality by introducing new ways of learning, as well as more flexible training and educational models, in order to meet the needs of digital technology. This becomes especially viral during the current COVID-19 global pandemic, where the use of technology is propelled and homeschooling needs to be integrated in to the everyday lives of all European students.



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AR4STE(A)M KICK OFF | FLORENCE (IT)

The kick-off meeting of the project was held at Florence, Italy, in 23 & 24 January 2020 and hosted by ITT Marco Polo. Representatives from all partners met to examine the project objectives, to define the communication channels and procedures and to plan the activities for the next months of the project.

More info about the partners [here](#)

PROJECT AIMS

What are the main project goals?

The purpose of AR4STE(A)M is to raise awareness of young students, about the importance of choosing STEM studies for pursuing successful STEM careers. In particular, the project aims at encouraging secondary schools to integrate immersive technologies and game-based learning in educational programs. Furthermore, the project seeks to foster school teacher's capacity to teach STEM effectively, by the creation of an effective training, which will help teachers in using innovative ICT technologies during their STEM lessons.



Gamification strategies and Augmented Reality (AR) for innovative STE(A)M learning

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AR4STE(A)M PROJECT RESULTS

1: A compendium of gamification strategies based on Augmented Reality for STE(A)M learning.

This output aims at disseminating examples of existing Augmented Reality (AR) games as well as AR technologies to develop game-based learning (GBL) activities for STEM learning in upper secondary schools programmes including details regarding the methodologies applied and results achieved.

2: An Online Teacher Training Programme

This output aims at defining and implementing an online training programme for schoolteachers in order to support them to use AR based gamified approaches to teach STEM. Thus overcoming and improving the traditional method of teaching and learning in class.

3: Innovative STE(A)M Laboratories

The objective of this output is to increase the students' level of interest in STEM subjects concretely supporting them to develop 'big ideas' of science and about science that will enable them to understand the scientific aspects of the world around and make informed decisions about the applications of science. It includes the development of the STE(A)M laboratories in different schools, which will engage students in activities based on innovative technologies (AR) stimulating gamification of learning.



Innovative STEM learning in schools

Online Conference

29th April 2020

AR4STE(A)M ONLINE

Dissemination Conference Online

EFFEBI attended the online Conference of "Learn STEM - Innovative STEM learning in schools" and presented AR4STE(A)M project and its scope. Through their presentation, our partner EFFEBI was able to disseminate AR4STE(A)M project and its expected results to over 250 attendees and stakeholders interested in STEM-related courses and relevant endeavors.

