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## 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 STEAM learning activities. Based on constructivist pedagogic principles, Augmented Reality (AR) pretends to provide the learner/user with effective access to information through real-time immersive experiences. Furthermore, gamebased 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 STE(A)M 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 game-based learning in upper secondary schools educational programs and foster school teachers capacity to teach STE(A)M effectively.

#### •1 COMPENDIUM OF GAMIFICATION STRATEGIES

Based on the selection and collection AR good samples in the partner countries.

### •2 ONLINE TEACHERS TRAINING PROGRAM

Teacher training course on the use of gamebased augmented reality activities to teach STE(A)M 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 design and develop an "augmented reality game" during laboratory collaborative activities on a preferred STEM topic



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