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AR4STE(A)M

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Nowadays, more than ever, the necessity of using new technologies in education has become unavoidable.

We have the pleasure to update you by this Newsletter with advance made in our project, which is designed to provide attractive means and ways to improve current technological methods, encouraging STEAM education.

Joining us, you will find in our publications a lot of useful information, tips and new opportunities for modern and effective teaching. Our studies and our analysis in several countries on the matter, have proved to us that using AR and Gamification is an innovative approach, enhancing student's interest, creativity, through a learning experience. Moreover, it endows teachers with new, engaging path to reach their students, in order to instill relevant skills for competitive jobs on the European and global labor market.



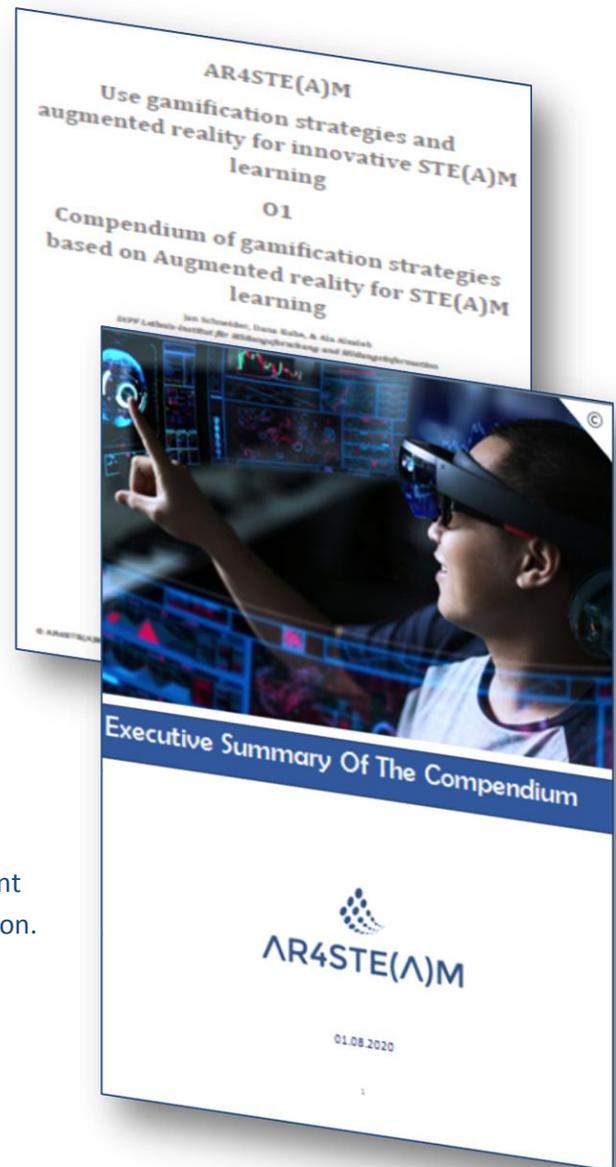
Compendium of Gamification strategies based on Augmented Reality for STE(A)M learning

Based on the state of the art research about AR applications and technologies in several European countries education, our team published the **Compendium of Gamification strategies based on Augmented reality for STE (A) M learning**.

This first publication will surprise you with its generous usefulness, whether you are a fan of new technologies or you do not know yet anything about AR or Gamification. The inexhaustible possibilities to give a new approach to your lessons, the great flexibility of adaptation to pedagogical needs and educational purposes are undeniable assets, but are still surpassed by the pupils' attraction for challenges, discovery, creativity and use of technological devices instead of textbooks .

You can find explanations of terminology, but also tips, suggestions and practical examples of AR Apps suitable for STE(A)M education, supposed to inspire teachers in including these strategies into their professional development with the purpose of improving their curriculum and instruction.

An **Executive Summary of The Compendium** offers a shortened version of the above-mentioned publication and therefore a quicker access to the subjects of interest for teachers.



Learn more about AR and Gamification and what are the benefits of using them in the classroom by finding both publications on the project site: www.ar4steam.eu





Finding a learning environment where imagination, science and creativity meet

The Erasmus +project team 'AR4STE (A) M' is in the process of developing modules for the next online training program for teachers.

The program is based on inquiries regarding specific needs of teachers from partners' countries, consulted on their knowledge and possible experience in using AR applications in their teaching process. These needs are reflected in **Identification of training needs and challenges for teachers in STE (A) M classes**

(<https://ar4steam.eu/results>).

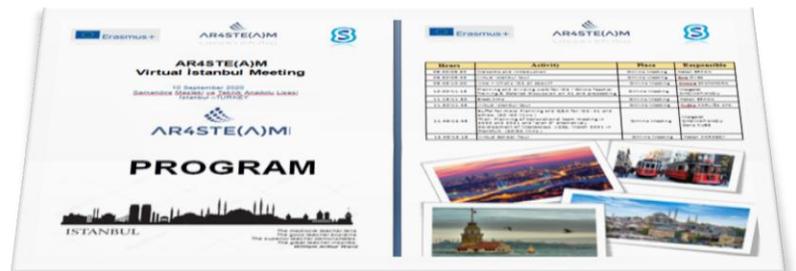


A series of 5 videos presents through attractive animations the most relevant issues identified by teachers during this study. Do they answer your own concerns? See this at:

<https://ar4steam.eu/results>.

Despite the pandemic, our team continued, all the more diligently, its work in permanent cooperation and online meetings. The second project meeting, organized online by our colleagues from Samandira (Turkey) in September 2020, offered us also a virtual visit of their institution where creative teachers facilitate learning process using AR.

Next Online **International Project meeting & EU Dissemination Seminar** will be hosted by DIPF Leibniz in 29th March 2021





SOON:
Online Teacher Training Program - with validated learning contents to show teachers how to teach STE(A) M using game-based technology !

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