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THE "BIG GAME" PROJECT

IMMERSIVE AND MULTIDISCIPLINARY STEM LEARNING THROUGH A COOPERATIVE STORY-DRIVEN DIGITAL GAME



PARTNERSHIP

 **UNIVERSITY OF TURKU** (FINLAND)
PERUSKOULU (FINLAND)

 **EU-TRACK** (ITALY)
PIXEL (ITALY)
ISTITUTO COMPRENSIVO MARIA MONTESSORI (ITALY)

 **JOENSUUN LYSEON FUNDATIA EUROED** (ROMANIA)

 **TALLINN UNIVERSITY** (ESTONIA)
TARTU INTERNATIONAL SCHOOL (ESTONIA)

THE PROJECT

Since interest in studying science subjects has declined across Europe and learning outcomes have deteriorated, there is a Europe wide recognition of the need to increase the STEM approach in teaching.

EXPECTED RESULTS

- The BIG GAME Learning Concept and Mode
- Handbook and Toolkit on Digital Storytelling approach in STEM
- Digital Bank of Environmental STEM learning Objects

TARGET GROUPS

- Secondary School Teachers
- 11-16 years old students



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the European Union