



***THE BIG GAME: Immersive and
Multidisciplinary STEM Learning
through A Cooperative Story-Driven
Digital Game***

Code 2021-1-FI01-KA220-SCH-000024098

MULTIPLIER EVENT REPORT

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Erasmus+ Programme: KA2 - Cooperation partnerships in school education

THE BIG_GAME, Grant Agreement Number 2021-1-FI01-KA220-SCH-000024098

Elaborated by	Tartu International School
Activity related	E1
Deliverable N° and title	R1 - The BIG GAME Learning Concept and Model

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Event Objectives and Topics

Tartu International School conducted a workshop for students and teachers at Tartu Katoliku Hariduskeskus to introduce a scenario-based gamified learning process and share knowledge about the digital handbook and digital bank for the science teachers to enrich future lessons.

Event date and venue

A representative of the BIG GAME project Mrs. Liina Maurer visited Tartu Katoliku Hariduskeskus (Jakobi Street 41, Tartu) and conducted a one-and-a-half-hour workshop in the computer class to help students develop their digital information search skills.

Agenda

15 minutes: General introduction and presentation of the BIG GAME project by the project coordinator, Mrs. Liina Maurer.

45 minutes: Play-through of the scenario 'Black ice' in mixed teams. Teachers learned how to guide students through the problem-solving process and gained further knowledge about the digital handbook and bank to enrich future lessons.

30 minutes: Group presentations of the proposed solutions.

Brief description about the event

On May 30, 2024, the Big Game project coordinator Mrs. Liina Maurer from Tartu International School conducted a workshop for students and teachers at Tartu Katoliku Hariduskeskus to introduce a scenario-based gamified learning process. Students worked on solving the crisis scenario 'Black Ice,' while teachers learned how to guide students through the problem-solving process and gained further knowledge about the digital handbook and digital bank to enrich future lessons. Teachers appreciated that the crisis-solving activity covers multiple learning goals simultaneously, allowing them to focus more on mentoring and supporting SEN students.

10	Jessie Michala	11 20				
11	Marlene Walters	11				
12	Koore Aana	Aana				
13	Palina Aana Kraai	Palina				
14	Grace Kaitiaki	Grace				
15	Miranda Nichel Payne	Miranda				
16	Pleal Kawards	Pleal				
17	Aana Sisdin Aana	Aana				
18	Stella Lipp Stahl	Stella				
19	Stella Stahl	Stella				
20	Maii Aana	Maii				
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THE BIG_GAME PROJECT
Immersive and Multidisciplinary STEM Learning through A Cooperative
Story-Driven Digital Game



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MULTIPLIER EVENT

Name of the event:	BIG GAME Competition in STEM Education		
Date of the event:	30th May 2024		
Place of the event:	Tartu Katoliku Hariduskeskus, Tartu, Estonia		
Organiser of the event:	Tartu International School, Liina Maurer 		

	Name of the participant	E-mail address	Signature of the participant	Name of the organisation	Address of the organisation [Street, City]	Country of the organisation
1	ERILHITAM			Tartu Katoliku Hariduskeskus	gabali 41	Estonia
2	Taruvi Kord					
3	Maurer Liina					
4	Villem Raudama					
5	MARI DRADE					
6	Salme Pook					
7	Polina Pihelme					
8	Karl-Matias Jalkanen					
9	Soonatan Noolde		