






## Partnership

8 partners from 4 European countries are involved in the project:

-  *University of Turku (Finland)*
-  *EU-Track (Italy)*
-  *Pixel (Italy)*
-  *Istituto Comprensivo Maria Montessori (Italy)*
-  *Joensuun lyseon peruskoulu (Finland)*
-  *Fundatia EuroEd (Romania)*
-  *Tallinn University (Estonia)*
-  *Tartu International School (Estonia)*

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Project Portal: <https://big-game.eu-track.eu/>



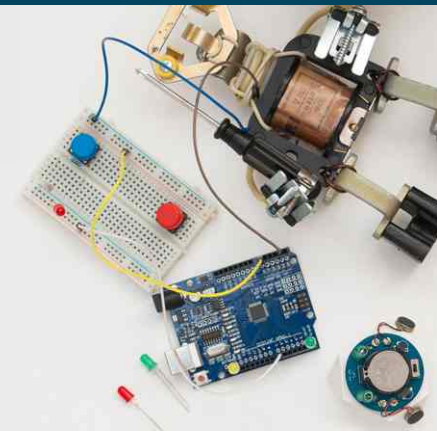
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**Immersive and Multidisciplinary STEM Learning  
through A Cooperative Story-Driven Digital Game**



## Context

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

As part of digital transformation, everyone should gain sufficient basic skills in basic education to master various ICT tools and working methods because digital skills are crucial for citizens of current and future society.



## Aims

The purposes of BIG GAME project are:

- Promoting interest and excellence in science, technology, engineering, and mathematics (STEM);
- Supporting digital transformation in schools;
- Supporting the versatile accumulation of digital skills of both teachers and 11-16 years old students;
- Raising awareness of environmental and climate change issues.

## Target Groups

The project is addressed to:

- Secondary School teachers;
- 11-16 years old students.



## Expected Results

- **The BIG GAME Learning Concept and Model:** The BIG GAME game concept, an imaginary game world, and a virtual and hybrid STEM learning model based on it, including its visual and explanatory description;
- **Handbook and Toolkit on Digital Storytelling approach in STEM:** A guidance document in digital form on the use of digital storytelling and related tools in STEM learning;
- **Digital Bank of Environmental STEM learning Objects:** Bank of transnational reusable, editable, and transferable digital STEM learning objects based on environmental STEM contents.