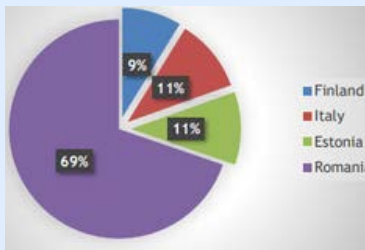# 1st Newsletter
May, 2022

Presentation of the Big Game Project

The main aim of the project is promoting interest and excellence in science, technology, engineering, and mathematics (STEM) and the STEAM approach.

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R1.1 Game world and Environmental Issues

The first outcome is a part of R1 - The BIG GAME Learning Concept and Model, aiming to present the digital game-based learning environment, including the game concept and game world to be used in constructing the learning scenario.

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R2.1 Digital Storytelling and STEM

This document explains and describes the digital storytelling methodology, its use in STEM education and how this approach is used in game design. In addition, it focuses on collecting the existing good practices and experiences.

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BIG GAME: Solving Environmental Issues through a Storytelling Game

The BIG GAME project brings to the STEM (Science, Technology, Engineering, Mathematics) education of 11-16-year-olds a learning model, in which environmental problems are solved through an online game based on digital storytelling.

Learn More

BIG GAME: First face-to-face Meeting in Tallinn!

The BIG GAME project team is happy to announce we had a chance to meet each other at the project's interim meeting in Tallinn. Cooperation on international projects is carried forward as a process that includes numerous steps.

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