

ANNEX 2 - An example: Operation "Black Ice"



R2.2 Handbook and Toolkit on Digital Storytelling approach in STEM

This document provides Target groups with the instructions and learning scenario template to support them in constructing an experience based on a game world on environmental challenges.

[Learn More](#)



International Conference EDULEARN22

The BIG_GAME project was presented and promoted virtually during the International Conference EDULEARN22, which allows lecturers, researchers, technologists, and professionals from the educational sector to share their expertise about teaching and learning methodologies.

[Learn More](#)



ERASMUS+: changing LIVES; opening MINDS

As part of the European initiative *ErasmusDays 2022*, the "Maria Montessori" Comprehensive Institute of Terracina, in collaboration with the EU-Track, organized a seminar to deepen the perspectives offered by the new European Programme Erasmus+.

[Learn More](#)



The joy and benefits of Gamification in Learning

The new article 'THE JOY AND BENEFITS OF GAMIFICATION IN LEARNING' defines the concept of gamification, sheds light on the benefits of gamification and playfulness in learning, and creates an overview of the survey conducted in the background of the BIG GAME project on what makes gaming an enjoyable way to learn.

[Learn More](#)



Multilingual Project Brochures

To disseminate the project goals to the most significant possible number of people, brochure was designed and distributed. They are available in English, Italian, Finnish, Estonian and Romanian.

[Learn More](#)