



***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***

***ROMANIA***

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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	FUNDATIA EUROED
Activity related	E1
Deliverable N° and title	R1 - The BIG GAME Learning Concept and Model

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## ***Event Objectives and Topics***

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National event: BIG GAME Competition and STEM EDUCATION (M7)

A national event was arranged by the Romanian school partner in order to reach the target groups to be involved in the project BIG GAME competition; to promote the project results reached, to go on collection information on the project target groups, to investigate the familiarity with the technology applied to the teaching and learning and to involve some of them in the project.

It also aimed to identify the long term beneficiaries and different target groups interested in the project activities and tools and to reach the local and national key actors and stakeholders interested in the building of the BIG GAME network.

In addition, this event illustrated and promoted the IO1 - The BIG GAME learning concept and model in order to encourage interest in the project involvement and application.

It was arranged according to the guidelines and some instructions defined by the Valorisation Team in the Valorisation Plan at the beginning of the project.

The participants: teachers, educational stakeholders and key actors interested in the project methodology and tools.

## ***Event date and venue***

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Venue: EuroEd Headquarter, Florilor Street Iasi Romania

Date of the event: 26.05.2023

## ***Agenda***

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Agenda and main topics of the event:

- Presentation of the Big Game Project: Context, Aim, Objectives, Results, Target group
- Result 1 - The BIG GAME Learning Concept and Model
- Result 2 - Handbook and Toolkit on Digital Storytelling approach in STEM
- Result 3 - Digital Bank of Environmental STEM learning objects
- The Big Game Competition and Game Presentation
- Questions and answers related to the ACDC4You Project results and application
- Evaluation of the event



## BIG GAME Multiplier Event

Iasi, Romania

26.05.2023

### Programme

13:00	Deschiderea evenimentului Ailincai Alina, Fundatia EuroEd
13:30	Prezentarea Proiectului BIG GAME: Context, Impact, Scop, Obiective, Rezultate, Grup țintă Ailincai Alina, Fundatia EuroEd
14:00	Rezultatul 1 - Modelul și conceptul de învățare BIG GAME Ailincai Alina, Fundatia EuroEd
15:00	Rezultatul 2 - Manual și set de instrumente privind abordarea poveștilor digitale în STEM Ailincai Alina, Fundatia EuroEd

#### Coffee break

16:00	Rezultatul 3 - Banca digitală de obiecte de învățare STEM axată pe probleme de mediu Ailincai Alina, Fundatia EuroEd
16:30	Competiția Big Game și jocul Online Ailincai Alina, Fundatia EuroEd
17:00	Întrebări și răspunsuri legate de rezultatele Proiectului BIG GAME și aplicabilitate Ailincai Alina, Fundatia EuroEd
17:30	Evaluarea evenimentului Ailincai Alina, Fundatia EuroEd



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## Brief description about the event

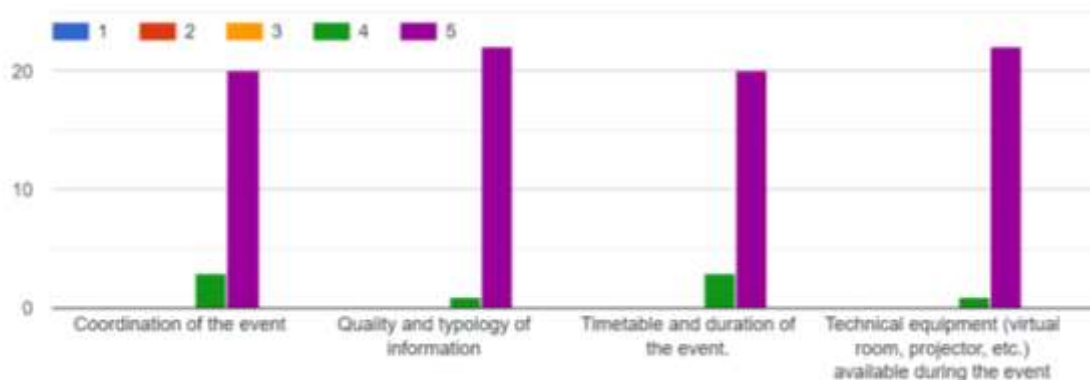
- Number of participants: 30, plus 2 from the organising staff
- Organisations representatives of which attended your event:
  - Scoala Gimnaziala Ion Creangă
  - Universitatea Alexandru Ioan Cuza
  - Asociatia Streetaware
  - Scoala Gimnaziala Vasile Conta
  - Scoala Gimnaziala Alexandru Vlahuta
  - Colegiul Vasile Alecsandri
  - Scoala Gimnaziala Valea Lupului
  - Colegiul Național Emil Racovita
  - Liceul Miron Costin
- Top occupations/ professional fields represented: teachers, educators, educational experts and staff, NGO representatives, students.

Obs. There were participants that were special education experts. Also NGO representatives that work with Ukrainian refugee students, showed a lot of interest in participation in the project's activities.

- Multiplier Event Feedback

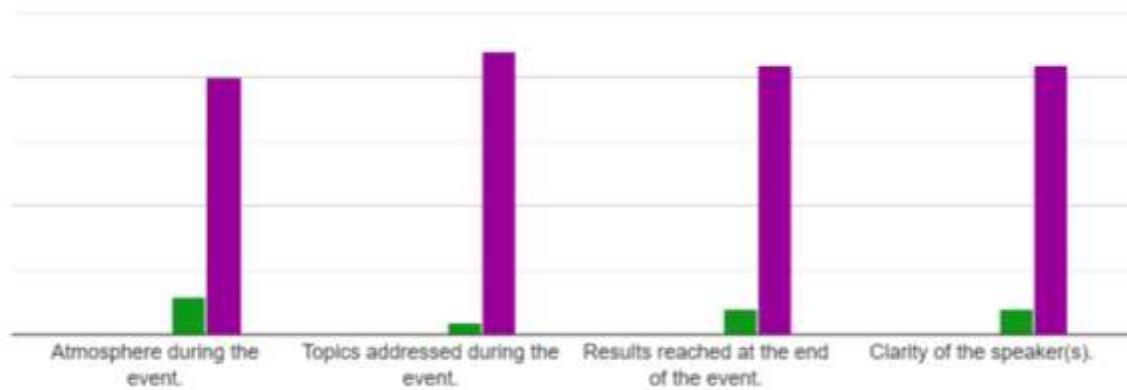
### Evaluated Issue

Please rate the following aspects related to the event, being 1 the lowest and 5 the highest mark.



### Evaluated issue

Please rate the following aspects related to the **event**, being 1 the lowest and 5 the highest mark.



### Evaluated issue

Please rate the following aspects related to the **event**, being 1 the lowest and 5 the highest mark.



### What did you like the most about the event?

23 responses

- Presentation and dissemination of the results
- Relaxed, interactive atmosphere
- Information received
- During the event we could share best practices
- Warmth of teachers/people in the project, efficient and airy design/presentation
- Very pleasant atmosphere encouraging communication
- The quality of the information received
- Atmosphere, exchange of ideas, new ideas promoted by the project
- The presentation of the products, which was very interesting
- The innovative character of the project
- The products of the project are very interesting and were presented in a way that highlighted them
- The information was clear and concise, the invitations were well tailored
- The information presented was very interesting

- The warmth with which I was received, the interesting way of presenting the information received
- Information that I can implement
- Organisation, very useful and practical information
- Interactivity
- Alina Ailincăi is a very good speaker, she manages to connect with the audience and convey information in a clear, unique way
- Organisation
- Coordination
- The running of the event

### What did you learn? What was new for you?

23 responses

- Using digital stories in an educational context
- It was a great opportunity to see how we can link teaching STEM subjects to storytelling.
- How to apply STEM in education.
- How to apply the information received on the STEM model.
- How many interesting activities I can do in class on the STEM model.
- New things about the BIG GAME project

### PICTURES





