



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	I.C. Maria Montessori - Italy In collaboration with EU-Track (Italy)
Activity related	E1
Deliverable N° and title	National Event: BIG GAME Competition in STEM EDUCATION

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Event Objectives and Topics

In collaboration with EU-Track, I.C. Maria Montessori organized the national event for the BIG GAME project in the framework of the ErasmusDays 2023 to guarantee maximum project visibility. The event's goals included reaching target groups for the competition, promoting project results, gathering information on the project's target audience, assessing familiarity with educational technology, and involving the new participants in the BIG GAME competition. Additionally, the event aimed to identify long-term beneficiaries and various target groups interested in project activities. It was the opportunity to engage local and national key actors and stakeholders to increase the BIG GAME network. During the event, it was presented the IO1 - The BIG GAME learning concept and model including the game environment and the IO2.

Event date and venue

The event “*BIG GAME Competition in STEM EDUCATION*”, was organised on 13/10/2023 at I.C. Maria Montessori – Via dei Volsci, 12 – Terracina (Italy).

Agenda

The event was organised based on the following agenda:

Table 1. Agenda of the event

14:30	Registration
15:00-15:30	Welcome <i>Prof. Elena Battista – Erasmus Coordinator I.C. “Maria Montessori”</i>
15:30-16:00	BIG GAME Project: Multidisciplinary Immersive STEM Learning <i>Prof. Graziella Gazzellini -Project Contact Person THE BIG GAME I.C. “Maria Montessori”</i>
16:30-17:00	Promote green awareness through gaming challenges. <i>Prof. Marianna Paolucci e gli studenti – I.C. “M. Montessori”</i>
17:00-18:00	Workshop "Let's save our planet with Big GAME": the competition begins. <i>Dr Michela Tramonti – Vice -Presidente EU-Track</i>
	Conclusions

Brief description about the event

All the participants had to register before the event through a registration form (Annex 1). The event promotion was done through the Facebook profile of the I.C. Maria Montessori and personal invitation through email, including the poster of the event (Annex 2).



Fig. 1 Invitation to the event through Facebook Profile of I.C. Maria Montessori

The registration desk was initially opened for the participants, as shown in the following Figure.





Fig. 2 Registration desk to collect participants' signatures and project folder distribution.

The number of eligible participants was **47** people, as is shown in the signature sheet available here: https://drive.google.com/drive/folders/1KzsAyFEP4_WrY6JXw7P8nbeRkjiTYBai?usp=sharing.

The participants were primary and secondary school teachers, functional responsible, digital facilitator, headmasters and local authorities interested in the topic discussed.

After the presentations of the project aims and outcomes, as shown in the Figures below, the BIG GAME Competition workshop was started to provide a concrete idea of the BIG GAME procedures and innovation.



Fig. 3 Two moments during the BIG-GAME event

Brief description about the feedback on the event

Afterwards, some discussion moments were launched with some participants of the event to exchange their experiences and to collect feedback on the project outcomes and methodology.

The result was mainly to invite teachers to participate in the BIG GAME competition to test the Game environment and the methodology proposed.

At the end of the event, all the participants gained the attendance certificate (Annex 4).

For the event, some gadgets were prepared and distributed among the participants: the project brochure translated into Italian, a project folder, a pen, white paper and the agenda for the event with the BIG GAME project logo, as shown in the figure below.



Fig. 4 Gadgets and materials prepared and distributed among the participants during the event.

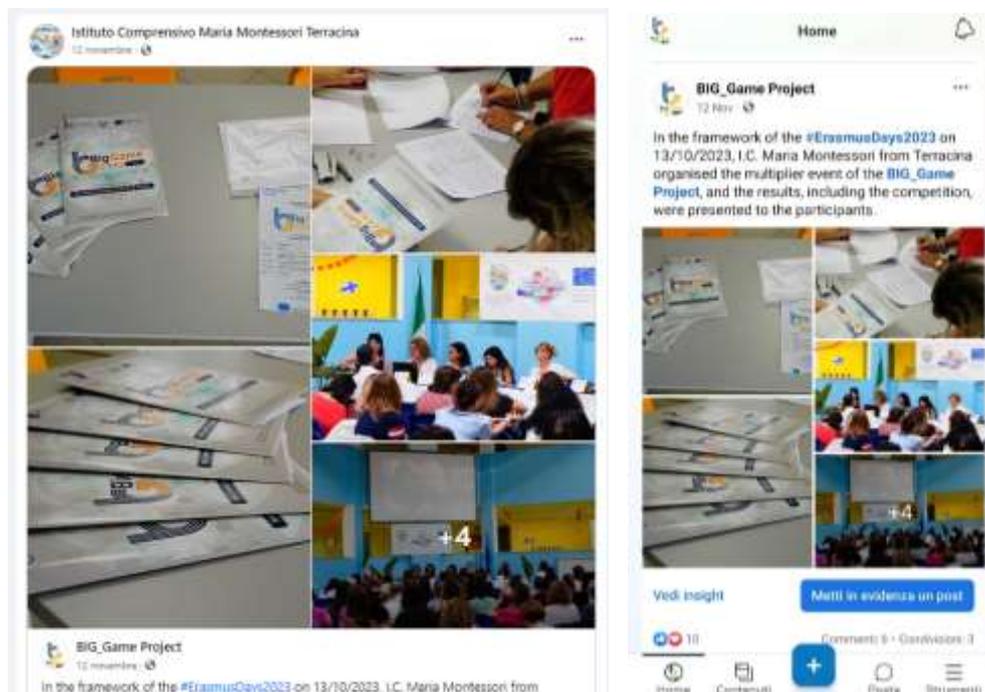


Fig. 5 Follow-up on Facebook Profile.

In conclusion, the project results achieved good feedback from the audience for the BIG GAME objectives, methodology and tool.

Another positive point is the possibility for the teachers/instructors to prepare the missions with their students and submit them to the competition and to the Digital Bank.

ANNEXES

Annex 1 - Application form to be used to collect the participants' registration.

Annex 2 - A specific poster

Annex 3 - Photographs taken during the event.

Annex 4 - Attendance certificate delivered to the participants in the event.

Annex 5 – Signature Sheet of all the participants

Annex 1 - Application form to be used to collect the participants' registration



Big Game

Project

Modulo di registrazione

Titolo:
National Event: BIG GAME Competition in STEM EDUCATION

Data: **13 Ottobre 2023** ore 14:30- 18:00

Luogo:
Istituto Comprensivo "Maria Montessori" - Via Via dei Volsci, 12 - Terracina LT

Scadenza per le registrazioni: **11 Ottobre 2023**

Nome *

La tua risposta

Cognome *

La tua risposta

Email *

La tua risposta

Professione *

La tua risposta

Sono consapevole che: *

Accetto

- per elaborare la mia registrazione è necessario raccogliere e conservare i dati personali (nome, cognome, indirizzo email), sia con mezzi cartacei che elettronici;

Sono consapevole che: *

Accetto

- durante l'evento verranno scattate foto e registrati video, dove posso essere chiaramente identificabile. Questo materiale verrà utilizzato a scopo informativo (es. Stampa, brochure, sito web);

Sono consapevole che: *

Accetto

- i dati forniti verranno trattati nel rispetto del Regolamento UE 2016/679 "Regolamento generale sulla protezione dei dati", del D.lgs 196/2003 "Codice in materia di protezione dei dati personali" e della normativa vigente.

Annex 2 - A specific poster

#ERASMUS
DAYSEvento Moltiplicatore
13 Ottobre 2023National Event: BIG GAME
Competition in STEM EDUCATION

14:30	Registrazione
15:00 - 15:30	Benvenuto Prof.ssa Elena Battista - Coordinatore Erasmus I.C. "Maria Montessori"
15:30-16:00	Progetto BIG GAME: l'apprendimento STEM immersivo e multidisciplinare Prof.ssa Graziella Gazzellini - Referente progetto THE BIG GAME I.C. "Maria Montessori"
16:30 - 17:00	Promuovere una coscienza green attraverso le sfide di gioco Prof.ssa Marianna Paolucci e gli studenti - Istituto Comprensivo "M. Montessori"
17:00- 18:00	Workshop "Salviamo il nostro pianeta con Big GAME": il via alla competizione Dr Michela Tramonti, Vice Presidente EU-Track
18:00	Conclusioni

Per maggiori informazioni

e-mail: info@eu-track.eu - Telefono: 345-0252935Presso l'Istituto Comprensivo "Maria Montessori" - Via
Via dei Volsci, 12 - Terracina LTLa partecipazione al seminario è gratuita, previa iscrizione tramite il modulo online:
<https://forms.gle/zgoage7Pdu0ue4228> entro il ottobre.

Annex 3 - Photographs taken during the event.



Fig. 6 Some moments during the multiplier event

Annex 4 - Attendance certificate delivered to the participants in the event



CERTIFICATE OF ATTENDANCE

***THE BIG_GAME PROJECT - Immersive and Multidisciplinary STEM Learning through
A Cooperative Story-Driven Digital Game
2021-1-FI01-KA220-SCH-000024098***

This is to certify that

[Ms/Mr] [First name] [Family Name] [e-mail address]

has attended to the multiplier event

"BIG GAME Competition in STEM Education"

at I.C. Maria Montessori in Terracina, Italy

Date 13/10/2023

Signature _____



Organizer's signature





Annex 5 – Signature Sheet of all the participants