



THE BIG GAME: Immersive and Multidisciplinary STEM Learning through A Cooperative Story-Driven Digital Game

Code 2021-1-FI01-KA220-SCH-000024098

2nd 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	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

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

A national event was arranged by the Romanian partner, Fundatia EuroEd, in order to promote the projects results among the target groups; to promote the competition results, to investigate the familiarity with the technology applied to the teaching and learning activities.

It also aimed to offer the competition participants the prizes, badges and certificates as they are the long term beneficiaries of the project activities and tools and also we've intended to reach the local and national key actors and stakeholders interested in the building of the BIG GAME network.

This event illustrated and promoted the IO1 - The BIG GAME learning concept and model.

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

Event date and venue

Venue: EuroEd Headquarter, Florilor Street Iasi Romania

Date of the event: 22.01.2024

Agenda

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, Game Presentation and Prize giving to the winning teams
- Closing of the event



BIG GAME Multiplier Event - Competiția BIG GAME în domeniul EDUCAȚIEI STEM
 Iasi, Romania
 22.01.2024

Programme

13:00	Deschiderea evenimentului Event Opening Ailincăi Alina, Anca Colibaba Fundatia EuroEd
13:10	Prezentarea Proiectului BIG GAME: Context, Impact, Scop, Obiective, Rezultate, Grup țintă Project Presentation Ailincăi Alina, Fundatia EuroEd
13:30	Rezultatul 1 - Modelul și conceptul de învățare BIG GAME Result 1 - The BIG GAME Learning Concept and Model Ailincăi Alina, Fundatia EuroEd
14:00	Rezultatul 2 - Manual și set de instrumente privind abordarea poveștilor digitale în STEM Result 2 - Handbook and Toolkit on Digital Storytelling approach in STEM Ailincăi Alina, Fundatia EuroEd
14:30	Rezultatul 3 - Banca digitală de obiecte de învățare STEM axată pe probleme de mediu Result 3 - Digital Bank of Environmental STEM learning objects Ailincăi Alina, Fundatia EuroEd
15:00	Competiția Big Game și Premiarea echipelor câștigătoare Big Game Competition and Prize Giving to the winning teams Ailincăi Alina, Fundatia EuroEd
16:00	Închiderea evenimentului Closing the event Ailincăi Alina, Fundatia EuroEd



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- Number of participants: 22, plus 3 from the organising staff

THE BIG_GAME PROJECT
Immersive and Multidisciplinary STEM Learning through A Cooperative Story-Driven Digital Game
2021-1-F101-KA220-SCH-000024098

MULTIPLIER EVENT

Name of the event:	BIG GAME Competition in STEM Education				
Date of the event:	22.01.2024				
Place of the event:	Florilor SC Str., Iasi, Romania				
Organiser of the event:	Fundatia EuroEd, Alina Alina				

Name of the participant	E-mail address	Signature of the participant	Name of the organisation	Address of the organisation (Street, City)	Country of the organisation
1. ALINA ALINA	ALINA@EUROED.COM	[Signature]	FUNDATIA EUROED	IASI	ROMANIA
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12. ANA MARIA	ANA.MARIA@EUROED.COM	[Signature]	FUNDATIA EUROED	IASI	ROMANIA
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15. ANA MARIA			SPECTRUM IASI	IASI	ROMANIA
16. ANA MARIA			SPECTRUM IASI	IASI	ROMANIA
17. ANA MARIA			SPECTRUM IASI	IASI	ROMANIA
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33. ANA MARIA			SPECTRUM IASI	IASI	ROMANIA
34. ANA MARIA			SPECTRUM IASI	IASI	ROMANIA
35. ANA MARIA			SPECTRUM IASI	IASI	ROMANIA

The meeting coordinator provided an overview of the competition, registration process, and gaming procedures, along with the available handbook and toolkit. During the event, the teachers recognized the importance of teaching students how to approach problems from diverse perspectives.

They engaged in discussions about incorporating scenarios into various lessons suitable for students of different age groups.

The conversation also touched on the potential challenges for students of all ages, with a particular focus on the technical aspects of participating in the competition and its implementation.

- Organisations representatives of which attended your event:

Scoala Gimnaziala Valea Lupului
Liceul Miron Costin
Scoala Gimnazial EuroEd
Liceul Miron Costin
Scoala Internationala SPECTRUM
Fundatia EuroEd

- Top occupations/ professional fields represented: teachers, educational experts and staff, students.

PICTURES













