



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

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Event Objectives and Topics

Multiplier event is a national event organised with the purpose of disseminating the project results produced by the project. Spreading information about the project during and after the project is very important and benefits the whole project.

Multiplier event in Finland about the Big Game project has been arranged in three cities, Turku, Joensuu and Kuopio. Joensuu is a relatively small city and this way we can gather together as many teachers as possible.

The main topics at this point of the project is to introduce the participants and the process of this project and to invite teachers to play the game. The purpose of the event is also to provide guidance on how to participate in the competition and equip them with the necessary skills to guide their students in the future. There will be a workshop where teachers simulate the BIG GAME mission.

Event date and venue

3.10 Turku (University of Turku)
10.10 Joensuu (Lyseo secondary school)
25.10 Kuopio (Cafe Kakku city centre)

Agenda

- General introduction and presentation of the BIG GAME project and competition by the project coordinator, Pauliina Immonen and Sari Joenväärä
- Introduction to Big game competition: scenarios and the main idea
- Practise of the Black Ice- scenario with the templates
- Guidance and information about maintaining the game
- Digital bank and the game: how to use these in the future
- Discussion and summarization.

Brief description about the event

3.10.2023 / 10.10.2023 / 26.10.2023

Invitations by emails, more information via Facebook and friends.
Totally 12 teachers joined these events

First part of the event was general information about the Big Game project and the STEM learning. Digital storytelling is one important feature of this project and there was a short presentation for teachers. One of the futurecoming scenarios was presented (the Operation Black Ice) and teachers gave their responses to the scenario. Later on we discussed good practices how to play, how plan the timetable, how to organize teams and other game related topics.