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The BIGGAME Transnational Project Meeting, April 16th and 17th, 2024, Florence (Italy)

Schedule

Tuesday, April 16

10:00-11:30 **Session 1**

- Welcome from the hosting partner – Antonio Brai
- Project management and final reporting – Mikko Grönlund
- Open Discussion with the partners on the last results collected on the quality project procedure – Alden M. Dochshanov and Graziella Gazzellini

11:30-11:45 **Coffee**

11:45-13:00 **Session 2**

- Overview of all BIGGAME project results - Michela Tramonti

13:00-14:00 **Lunch break**

14:00-16:00 **Session 3**

- THE BIGGAME dissemination and exploitation activities – Antonio Brai
- THE BIGGAME Game World: Current status and sustainability - Mikhail Fiadotau

18:00-20:00 **Guided city walk**

20:00- **Dinner**



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Wednesday, April 17

10:00-11:30 Session 1

- The BIGGAME competition and project from the teachers' perspective: Views and experiences of teachers who participated in the competition and trainings

11:30-11:45 Coffee

11:45-12:30 Session 2

- Concluding remarks and next steps – Mikko Grönlund & Michela Tramonti

12:30-13:30 Lunch break

Location of the meeting:

PIXEL, Via Luigi Lanzi 12, 50134 Firenze, Italy