



# ***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

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|                          |                                              |
|--------------------------|----------------------------------------------|
| Elaborated by            | _____Sari Joenväärä and Pauliina Immonen     |
| Activity related         | E1                                           |
| Deliverable N° and title | R1 - The BIG GAME Learning Concept and Model |

## Contents

|                                   |   |
|-----------------------------------|---|
| Event Objectives and Topics       | 4 |
| Event date and venue              | 4 |
| Agenda                            | 4 |
| Brief description about the event | 5 |

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

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The objectives of the multiplier event was to introduce the STEM-teachers in Joensuu region to the BIG GAME project and the BIG GAME competition held in 2023. One of our topics is to introduce the Digital Bank and to guide the teachers to use the scenarios presented in the Big Game as well as the other scenarios presented in the spring.

TheMultiplier event is organized with University of Eastern Finland.

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

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22.2.2024

OAJ Toimisto Kirkkokatu 18 80260 Joensuu Finland

## ***Agenda***

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- General introduction and presentation of the BIG GAME project and competition by the project coordinator, Pauliina Immonen and Sari Joenväärä
- Results:
  - R1: the Big game learning concept and model
  - R2: Handbook and toolkit on digital storytelling
  - R3: Digital bank
- Big game competition: scenarios, main idea, statistics, winners
- Digital bank and the game: how to use these in the future
- Discussion and summarization.

## ***Brief description about the event***

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28 STEM- teacher was participated to this multiplier event.

Introducing The Big Game project, the Digital bank and three scenarios to teachers; Cold Menaca, Acquitic Invasion and Blazing Peninsula.

Presenting some game results: What kind of solutions students have made for scenarios: presenting Student`s PowerPoints and videos.

Encouraging teachers to use scenarios after the game. Telling teachers how they can use these scenarios in their classroom.