Teens develop strategies for a cleaner, healthier, smarter and happier world by coding and playing games!
DIGITgame Project is designed to develop STEM, ecological, ICT and digital skills of young students through the playful video games in smart city concept and to make them more creative, innovative, competent and enthusiastic students on science.

Analyzes the attitudes and skills around science and ecology of educators and students

Designs and develops lessons on basic science subjects: climate dynamics, changes and evolutions; plants physiology and ecological role

Engages students (driven by their teachers) in designing, developing and playing videogames

Shares the attractive and motivating learning strategy and the best practices on high quality skills improvement

Contact
digitgameproject@gmail.com

Project Website
@DIGITgameSTEM #DIGITgameSTEM

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