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NEWSLETTER

Dear Francesca Martelli,

Teens develop smart city video games with DIGITgame!

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About DIGITgame

DIGITgame (Digital Improvement by Game in Teaching) is a 2-years Project funded by Erasmus+ Programme of the European Union and it started on Dec 31st, 2018 to achieve learning goals in science, math, technology and engineering (STEM) curriculum and to gain 21st century 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. The consortium of the project gathers a group of organizations and people from three countries (United Kingdom, Italy, and Turkey) whose competences and capacity complement each other ideally to achieve the project objectives; IBIMET-CNR (IT), LICEO SENSALÉ (IT), CLICKS AND LINKS (UK), FOUNDATION K12 (TR) and TAGES (TR).



DIGITgame Project Partners at the Kick-off Meeting in Manchester, Jan 16, 2018

How DIGITgame works?

The main target groups of the project's activities and results are Educators, Teachers and Learners communities, in formal (schools) and informal (education foundations, research scientific institutions) learning scenarios. DIGITgame promotes a gamification activity as integration of STEM concepts acquired by aimed lessons and an active engagement of students as "gamifiers"; it represents a strategy to build a shared and exciting collaboration between teachers and learners to overpass knowledge underachievement:



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

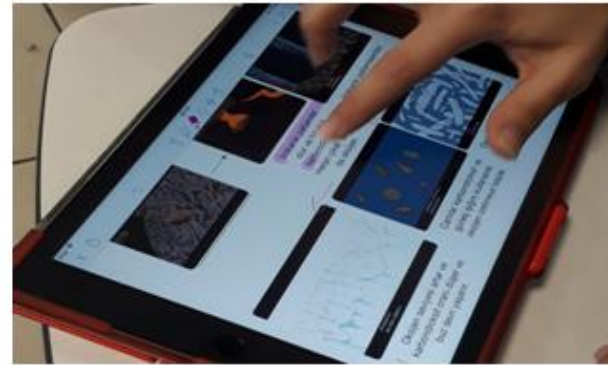


Shares the attractive and motivating learning strategy and the best practices on high quality skills improvement

The Strategy of the DIGITgame



Sensale Pilot Students (IT) completing the students' attitude questionnaire of DIGITgame



Foundation K12 Pilot Students (TR) having DIGITgame 'All Composition' workshop



Sensale Pilot Students (IT) having DIGITgame "Renewable Energy" workshop



Foundation K12 Pilot Students (TR) testing the DIGITgame Video Game Platform

Project Activities Started!

The project partners officially started the project activities with the Kick-off Meeting of the Project which was hosted by the Clicks&Links on 16-17 January 2018 in Manchester. After the kick-off Meeting, the project partners prepared the students' attitude questionnaire, collected answers from the pilot students and analyzed them. According to the results, DIGITgame lessons were designed, developed and several workshops were organized to give lessons to the pilot students both in Turkey and Italy on the science subjects: air composition, air pollution, climate and plant interaction, renewable energy, sensors and weather station tools, 3R waste collection, urban pollution, photovoltaic energy until now. The DIGITgame lessons will continue until the end of May 2018. Besides having DIGITgame lessons, the pilot students also started to test the videogame platforms to be used as DIGITgame videogame platform.

What is for you in DIGITgame?

At the end of the Project there will be 4 main outputs of the project as follows and they will be accessible for everyone through the webpage of the project:

- **Pedagogical material:** Methodology for cross – subject teaching of environment education using Smart city concept to think and support the development of science, math and ICT skills
- **STEMgame Video Game platform:** The proposed new approach intends to enhance the student's ability to learn scientific and ecological skills by an intense and enjoyment involvement. Mixing the engagement in video game project and the excite to image a tool to share, we promote an active learning by doing and with a well defined goal.
- **Toolkit for Players:** Kit with all the games carried out in the project and related competition storytelling.
- **Methodology for Exchange innovative experiences:** Assessment methodology and materials for sharing best practices or learning new skills within a network