



The G.A.STEM Project

June 2020

G.A. STEM European Project

Introduction

The European project entitled **G.A. STEM - Enhancing STEM skills through arts and mini-games** is coordinated by the University of Turku, and involves 8 transnational partners from 4 different European countries (Belgium, Estonia, Finland, and Italy). The project was funded by the **European Commission** in the framework of the **Erasmus+ Programme, KA2 - Strategic Partnership in the field of School Education**. The G.A. STEM aims at improving motivation in scientific study through the use of "art-works" as tools to trigger students' creativity and to develop more awareness about the everyday applications of scientific subjects.

ART and Mini-Games Course

The second deliverable produced within the G.A. STEM project is the **ART and Mini-Games Course**. The ART and Mini-Games Course in an e-learning course tailored on the needs and the learning processes of young students.

The ART and Mini-Games Course is structured into n. 4 modules (duration n. 30 hours), designed on the results of the research report and defined on some topics such as: how to improve STEM skills using the ARTs; how to integrate STEM and Arts in the curriculum; how to work with the game mechanics; how to build a game scenario; how to implement math and science knowledge in games design and development; how to use games with 13-16 year old students; how to implement project tools and methodology.

The e-learning contents are explained through multimedia lessons, guidelines, games scenarios and lecture notes. All materials are available in English.

The ART and Mini-Games Course is available for the registered participants online at: <https://gastem.pixel-online.org/art-and-mini-games-course.php>. At the following [link](#) it is possible to access an instructional video providing information about how to access and use the e-learning platform to attend the "Art and Mini-games Course".

Project partnership

The international partners are:

- [University of Turku \(Finland\)](#)
- [Sint-Lievenscollege Ghent \(Belgium\)](#)
- [Tallinn University \(Estonia\)](#)
- [Tamsalu Gymnasium \(Estonia\)](#)
- [Rieskalähde Junior High School \(Finland\)](#)
- [Istituto Comprensivo Maria Montessori \(Italy\)](#)
- [EU-Track \(Italy\)](#)
- [Pixel \(Italy\)](#)



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ART and Mini-Games Course

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To attend the G.A.STEM Course and to access the platform, compile this application form available [here](#)

Please, use the boxes below to access the [e-learning platform to attend the "Art and Mini-games Course"](#)

Login to G.A. STEM Platform

Username:

Password:

[Forgot your password? Please, contact \[G.A.STEM.project@gmail.com\]\(mailto:G.A.STEM.project@gmail.com\)](#)

Forthcoming activities within the G.A.STEM project

TASK 3:

- **Teachers training:** teachers will benefit the piloting path structured into modules available in the platform. They will test the methodology and pedagogical tools with their students.
- **Development of study project with students:** the students will develop their own game by combining STEM and ART.

Meetings

The third meeting was held on 06 – 07 November 2019 at Sint-Lievenscollege in Ghent (Belgium). During the third meeting, the European project partners finalized the second deliverable, the ART and Mini-Games Course. In addition, the European project partners started discussing the organization of the third deliverable to be produced, the piloting phase of the training course addressed to 60 teachers involved in the 4 partners’ countries.



