



# The G.A.STEM Project

## March 2021

## 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.

### STEM Education through Arts and mini-games – Final Multiplier Event

The Final Multiplier Event of the G.A.STEM project – entitled after "[STEM Education through Arts and mini-games](#)" – was held on 19 March 2021. The event was organized in the framework of the 10<sup>th</sup> edition of the International Conference "[New Perspectives in Science Education](#)".

80 participants enrolled in the Multiplier Event, which was primarily designed for teachers interested in using ART as a tool to promote students' creativity and interest in STEM education. The event was also relevant for students interested in more personalized and creative learning processes through the use of mini-games and the discovery of the indissoluble link between STEM and ART.

The Multiplier Event was composed by the following speeches:

- **"An overview on the G.A.STEM project: objectives and aims"** by Antonio Giordano (Pixel, Italy) and Heli Brander (University of Turku, Finland);
- **"Art and mini-games for STEM: from students for students"** by Greet Bekaert (Sint-Lievenscollege, Belgium) and Michela Tramonti (EU – Track, Italy);
- **"Generating game ideas with your students"** by Mikhail Fiadotau (Tallinn University, Estonia).

The Multiplier Event ended up with a vivid discussion about the G.A.STEM project results and the countless ways to motivate students in STEM by using art and mini-games.

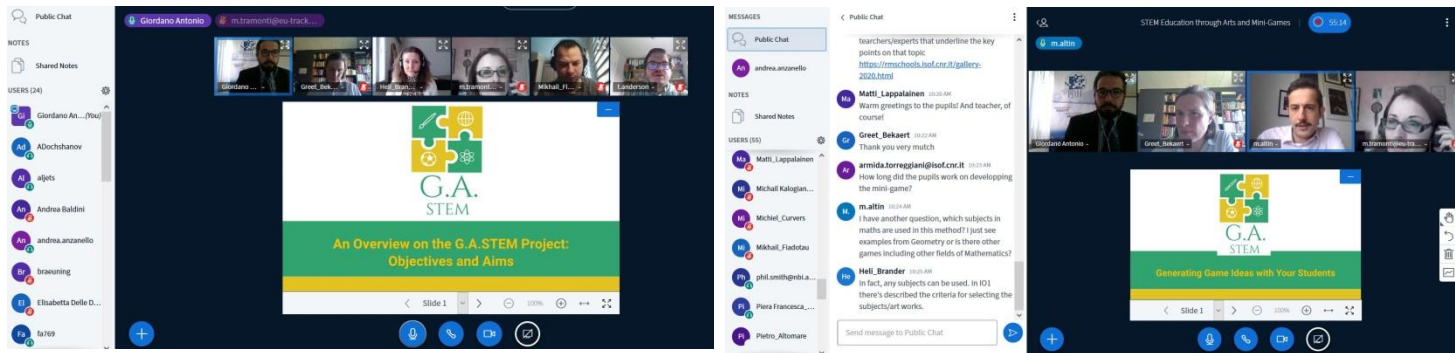
### Project partnership

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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