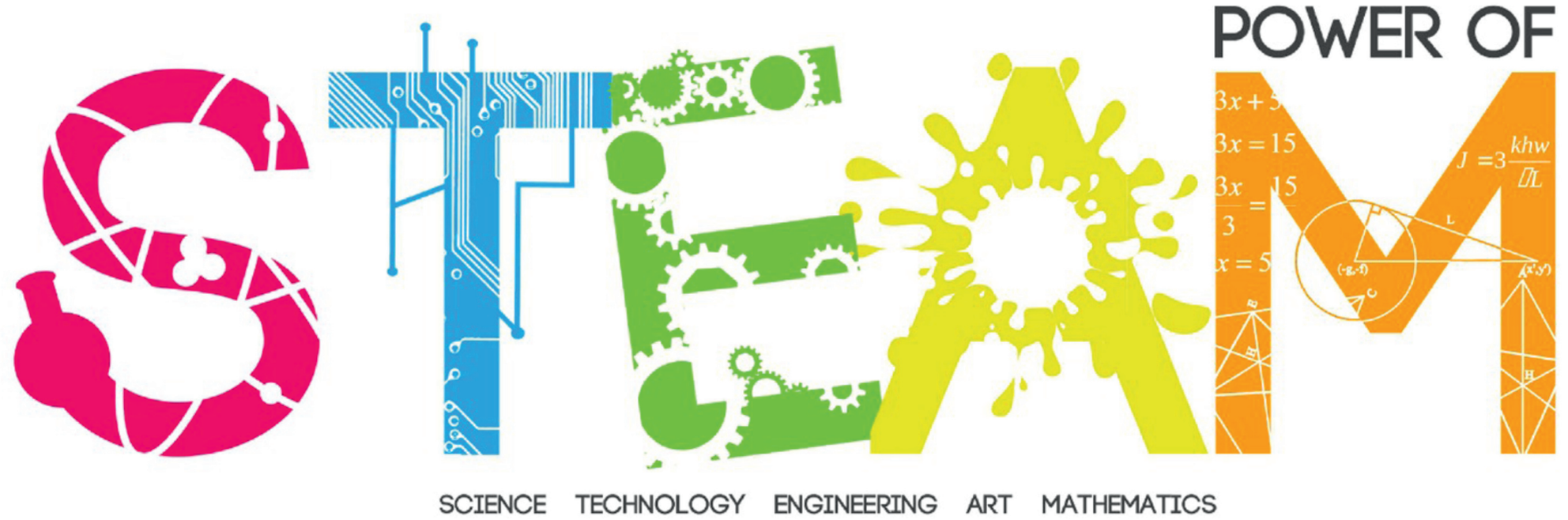

Enhancing STEM skills through arts and mini-games

CONTEXT

Today's youth are more interested in who they will be rather than what they will do. Negative stereotypes of scientists, engineers, researchers and other STEM (science, technology, engineering and math) experts' careers can be found amongst European youth. There is a lack of attractive role models and a lack of information and understanding of what the STEM careers actually are. In this framework, one of the main objectives of the European Commission is to aim for the reduction of the average of students with difficulties in reading, math, and science in order to reach fewer than 15% by 2020.

AIM

The aim of the G.A.STEM project is to introduce ART to ensure the development of STEM skills in 13-16 years old students reinforced by the use of technology. The objectives of the G.A.STEM project are:

- **Improving motivation** in scientific study through the use of art-works and creativity;
- **Improving social inclusion and gender equality** by utilizing the attractiveness of art and technology;
- **Supporting STEM skills**;
- **Improving collaboration and interdisciplinary approach** among teachers and schools in STE(A)M developing work.

TARGET GROUPS

The main target groups of the project are:

- Primary target group: math, science, art and ICT teachers; students near the end of compulsory education (last year of lower secondary school and first year of upper secondary school: in general students of 13-16 years).
- Secondary target group: national school offices; educational authorities, secondary schools, educators.

EXPECTED RESULTS

The main expected project results include:

- **Reinforcing teacher** skills in the use of ART as development of creativity in their students to promote their interest in STEM education and consequently their interest in scientific careers;
- **Improving STEM** education through the discovery of the connections between ARTS and reality and the promotion of the creativity development in 13-16 years old students;
- **Recombining the application of technology to STE(A)M education** through the development and design of mini-games and game assets.

Partnership

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

For information please contact:

G.A. STEM Project Team
G.A.STEM.project@gmail.com
https://www.facebook.com/GameArt.STEM/

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Project Portal https://gastem.pixel-online.org/