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"Virtual reality Education & Game based Achievements in classrooms"

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Strategic Partnerships for school education



Project Aims

VEGA project explores the pedagogy of play and learning using the possibilities of digital games and applications to apply their content in the subjects of the curriculum in primary schools: mathematics, physics, biology, chemistry, computer science, foreign languages, civics and art.

The project mainly aims to promote the use of GBL (Game Based Learning) in school as a way to improve the curriculum with motivating and meaningful content for students.

The main objectives to be covered:

- Research in the computer games field for educational use.
- Development and implementation of scenarios.
- Propose accessible and easily adaptable games for schools.
- Integration of didactic scenarios in the school curriculum.
- Validation of the scenarios in schools.

First Face to Face VEGA Transnational meeting in Poland

Despite COVID-19 and mobility limitations, on August 2nd and 3rd, 2021, the Second Transnational Meeting of the VEGA project "Virtual reality Education & Game based Achievements in classrooms" took place. For two days, the coordinator SMEDSBY-BÖLE SKOLA (Finland) supported by CENTRUM EDUKACYJNE EST (Poland) were leading the partners through a suggested Scenarios Template, making it important to associate the activities with the school curriculum of each country.

SYNTHESIS CENTER FOR RESEARCH AND EDUCATION LIMITED (Cyprus), commented on the Dissemination progress, BLUEBEEHIVE (Spain) presented their advanced scenarios on GBL and VR, in the way that TEACHERGAMING (Finland) introduced new collaborative games. DALVIKURSKOLI partner was not able to travel due pandemic restrictions from ICELAND but presented remotely their scenarios.

C1 Training accomplished

After complications from COVID-19, after the first distance training carried out in April, we organised a proper, face-to-face training between 6th and 10th of September. It was hosted By TEACHERGAMING in Tampere, Unfortunately the coordinator had to attend remotely.

During 5 days partners were sharing and working with GBL and VR methodologies, sharing experiences and content.

Next Tasks

During the next months the team formed by: FINNS, CYPRIOTS, ICELANDERS, POLES and SPANIARDS will finish the scenarios to start the pilot testing in the schools.

At the beginning of November, a third meeting is expected in Cyprus where the final scenarios must be presented.

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