



Co-funded by the  
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## NEWSLETTER N.1 – YEAR 2021

### "Virtual reality Education & Game based Achievements in classrooms"

Action n. 2020-1 -FI01-KA201-066641, realized in the  
framework of the Program Erasmus Plus KA201 -  
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.

#### Project VEGA begins its walking

Despite COVID-19 and mobility limitations, on December 14 and 15, 2020 the Virtual Kickoff Meeting of the VEGA project "Virtual reality Education & Game based Achievements in classrooms" was held, project with reference 2020-1 -FI01-KA201-066641, Led by Smedsby-Böle skola (Finland).

For two days, the coordinator SMEDSBY-BÖLE SKOLA supported by CENTRUM EDUKACYJNE EST (Poland) presented to the partners the technical development plan of the project, the phases and their timing, setting the guidelines and deadlines to ensure their perfect development.

SYNTHESIS CENTER FOR RESEARCH AND EDUCATION LIMITED (Cyprus), presented the Dissemination Plan, with the key points to take into account as well as the table of Milestones to accomplished.

#### Time to Play

There was time to play, the company TEACHERGAMING LLC (Finland) proposed a icebreaker activity that lasted almost 2 hours in which all the partners participated playing in a collaborative game with the aim of carrying out joint tasks on a desert island to guarantee the happiness of team while awaiting rescue. A great example in which dialogue, leadership and teamwork are encouraged to exceed the objectives and optimize efforts.

#### Next Tasks

During the next months the team formed by: FINNS, CYPRIOTS, ICELANDERS, POLES and SPANIARDS will carry out a research on the state of the art on tools available in the market (hardware and software) as well as scientific articles that promote the pedagogical methods applicable to the project.

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