



Digital Improvement by **G**ame **I**n Teaching

## Exploitation of the DIGITgame

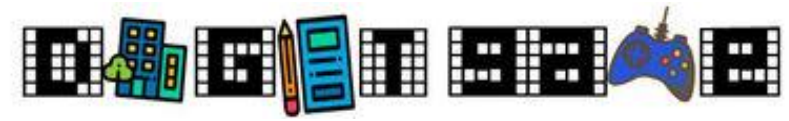
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*Final International Conference*  
VIRTUAL MEETING 10 december 2020

Aslihan Kagnici  
TAGES



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of the European Union



**24 MONTHS PROJECT DURATION**  
**From 30-12-2017 to 29-12-2019**



O1 Pedagogical material  
O2 STEMgame Video Game platform  
O3 Toolkit for Players  
O4 Methodology for Exchange  
innovative experiences

**5 PROJECT PARTNERS**  
**3 COUNTRIES**



**PROJECT FINANCED BY**  
**ERASMUS+ PROGRAMME**

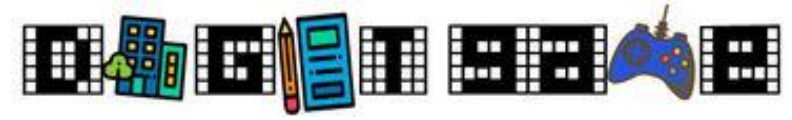


Key action: KA2 - Cooperation  
for Innovation and the  
Exchange of Good Practices

Action: KA201 - Strategic  
Partnerships for school  
education



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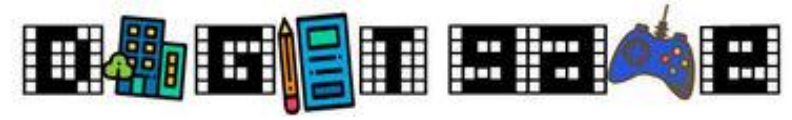


# How to Exploit the DIGITgame?

DIGITgame Methodology

DIGITgame Open and Free  
Educational Resources





# The Methodology of DIGITgame



Analyzes the attitudes and skills around science and ecology of educators and students



Designs and develops lessons on basic science subjects: climate dynamics, changes and evolutions; plants physiology and ecological role

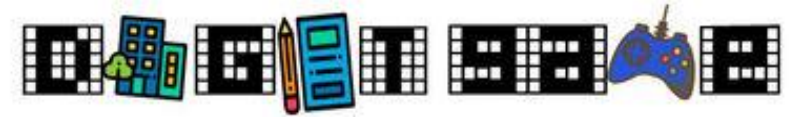


Engages students (driven by their teachers) in designing, developing and playing videogames



Shares the attractive and motivating learning strategy and the best practices on high quality skills improvement





## Open and Free Educational Resources

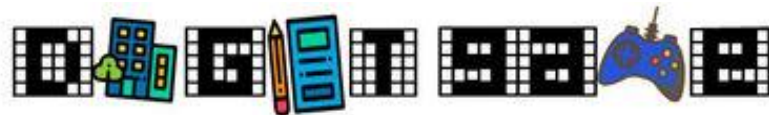
There are 4 main outputs of DIGITgame and they are accessible for everyone through the webpage of the project

<https://digitgameproject.wixsite.com/digitgame>



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# Open and Free Educational Resources

1



## O1 Pedagogical material

Methodology for cross - subject teaching of environment education using Smart city concept to think and support the development of science, math and ICT skills

- ✓ 01.1 From the National curricula to the minigame assets
- ✓ 01.2 Lessons Calendar and worksheets:



## O2 STEMgame Video Game platform

The proposed new approach intends to enhance the student's ability to learn scientific and ecological skills by an intense and enjoyment involvement. Mixing the engagement in video game project and the excite to image a tool to share, we promote an active learning by doing and with a well defined goal.

2

3



## O3 Toolkit for Players

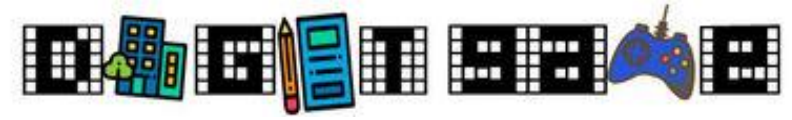
Kit with all the games carried out in the project and related competition storytelling.



## O4 Methodology for Exchange innovative experiences

Assessment methodology and materials for sharing best practices or learning new skills within a network.

4



# Thank you!



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**DIGITgame Project**



**@DIGITgameSTEM**



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