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"Virtual reality Education & Game based Achievements in classrooms"

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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.

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.

Computer, mobile and VR/AR based final scenarios

During this year, intense work has been done on the development of 30 VR/AR and 31 Computer and mobile games based scenarios, presenting the following topics: Chemistry, Physics, Biology, Science, Foreign Languages, Music, Maths, Social, History, Reading Comprehension, Geography, Visual Arts.

Computer and mobile games: Bond Breaker, Reach of the Sun, Influent, Mondly, BigEar, Antidote Covid-19, AlgoRun, Democracy3, LyricsTraining, Minecraft, Discover Babilon, Immune Attack, Outer Wilds, Cities Skylines, Green cities, Hello pollution, Magis, Influent, Plasticity, World Rescue, Universe Sandbox, Scratch, Prattle, ArtSteps, Plague Inc.

VR/AR games: Sharecare You, Tilt Brush, Beat Saber, Moss, Wander, Keep Talking Nobody Explodes, Oxygene Escape Room, Reaction Balancing, Cubism, DiscoVR Egypt, Cospaces EDU, Virus Popper VR, Mozaik 3D, National Geographic, Puzzling Places, Titans of Space, Makey Makey, Anne's Frank House, Save Every Breath 360, Start Chart VR, 3D Organon VR, Google Arts and Culture, Gravity Sketch.

TRANSNATIONAL MEETINGS

After complications from COVID-19, the consortium is happy because the transnational meetings planned in SPAIN, CYPRUS and ICELAND have been carried out, in which all the partners were able to demonstrate the evolutions in the Computer, desktop and VR/AR scenarios. It was very important because given the wealth and multidisciplinary of the human team behind VEGA, we all learned, evolved and improved our scenarios.

Next Tasks

During the next months the VEGA team will prepare multiplier events in their countries to ensure greater dissemination of the results and to motivate other schools to try and use the material developed.

Also, we are working for final version of the Pedagogic guideline that will be available in all partnership languages.

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