



## About the project

The Erasmus + project *“UMARG - Using Mobile Augmented Reality Games to develop key competences through learning about sustainable development”* aims at exploring the educational potentials of Mobile Augmented Reality Games as means to develop students’ digital and civic competences through learning about sustainable development.

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## 1st Transnational Project meeting in Pitesti

30-31 January 2020

The partners of the UMARG project held their kickoff transnational meeting in Pitesti, Romania at the premises of University of Pitesti.

The meeting provided the chance to the partners to finalize the project's overall work plan, the roles and responsibilities for each institution as well as to discuss about management and financial issues. Moreover, the partners had the chance to present their research findings regarding the first Intellectual Output (IO1) of the project, which is an Augmented Reality Toolkit. IO1 aims to provide educators with a useful recourse concerning the theoretical background of Augmented Reality, good practices of educational Mobile Augmented Reality Games (MARG), available tools to create MARG as well as analytical user instructions to use the effectively. IO1 provides also insights about how sustainable development education is linked with key competences education at the national curricula of each partner country.



## Upcoming activities and deliverables



### **C1: Short term training activity coming at July 2020**

A short-term training activity is planned from 29 June 2020 - 3 July 2020 at the University of Groningen, Netherlands, in which teachers and researchers from the participating institutions will attend. The purpose of this 5-days workshop is essential for the successful implementation of the project's objectives as well as the validation of its results. Participants will acquire the necessary theoretical and practical knowledge about design, development and incorporation of Mobile Augmented Reality Games in the field of key competences and will familiarize themselves with relevant research and assessment tools.



### **IO2: Learning design framework and scenarios coming at October 2020**

During the kickoff meeting partners also coordinated their actions in order to prepare the second Intellectual Output of the project, which a learning design framework for designing educational scenarios. The framework will be based on the instructional design for MARG that is found in the literature review, however this will be the first time that a framework for MARG will include guidelines towards development and cultivation these digital and civic competences. Furthermore, educators from the participating schools of the program will design a total of 20 MARG scenarios that promote digital and civic competences in the context of sustainable development. The scenarios will be available to all European educators through an open-access repository, accessible through the project's website.

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## Consortium



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