



About the project

(UMARG) **Using Mobile Augmented Reality Games** to develop key competences through learning about sustainable development, is an Erasmus + KA2 funded project that aims to explore the educational potentials of Mobile Augmented Reality Games as means to develop students' digital and civic competences through learning about sustainable development.

Table of contents

- [IO3:Development of Mobile AR games](#)
- [UMARG Learning Teaching Training Activity](#)
- [3rd Transnational Project Meeting](#)
- [Upcoming activities and deliverables](#)



IO3: Development of Mobile AR games

We are happy to announce that Intellectual Output 3 is finished under the guidance of our partner CARDET. The Output referred to the development of 20 Augmented Reality Games for mobile devices that aim to foster students' civic and digital competences while addressing Sustainable Development Goals



Schoolteachers and researchers from the participating organizations collaborated in the development of the games based on the scenarios designed in Output (IO2) as well as on the user manuals provided by UMARG toolkit (IO1).

Each partner country's games will be accessible through Taleblazer, an open access platform developed by MIT both in English and in its national language.

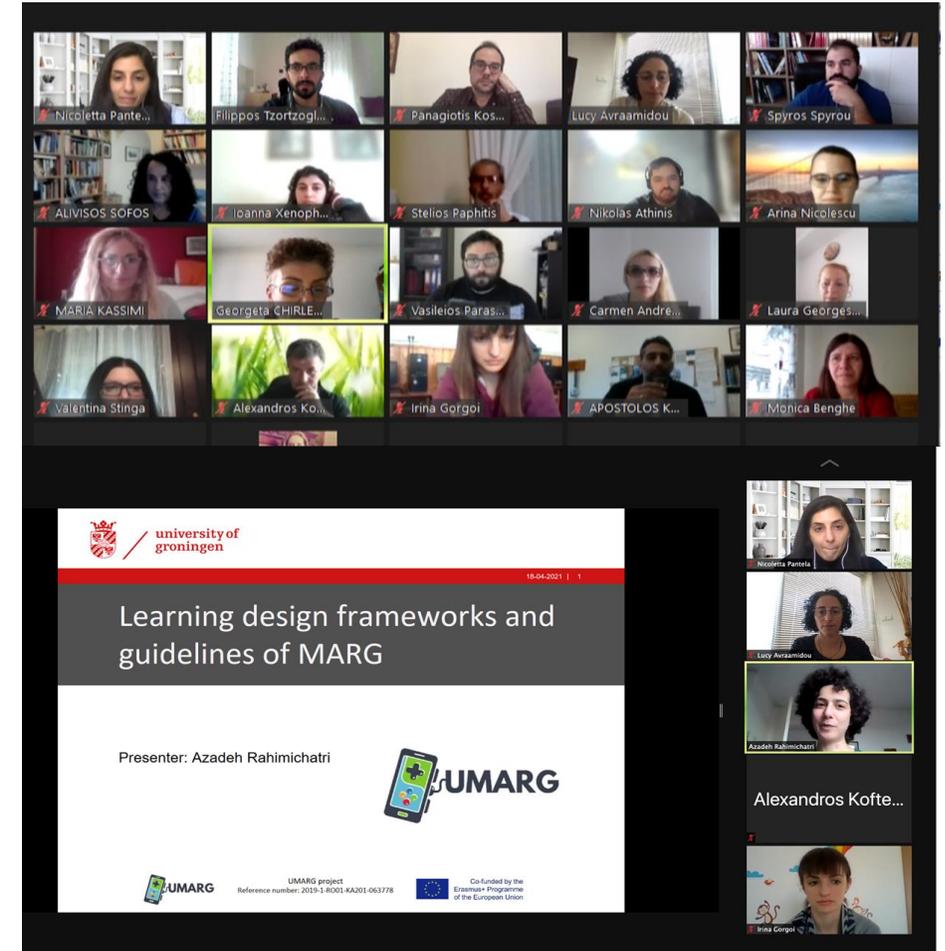


UMARG Learning Teaching Training Activity

19-23 April 2021

Thirty-two schoolteachers and university researchers from Greece, Cyprus, Romania and the Netherlands participated at UMARG project's Learning Teaching and Training Activity, organized online by the University of Groningen, between April 19-23.

The purpose of this professional training was to support teachers and researchers in developing knowledge and skills needed for the design and implementation of curriculum materials that incorporate mobile augmented reality games (MARG) and address the Sustainable Development Goals.





3rd Transnational Project Meeting

28 May 2021



UMARG partners held their third Transnational Project Meeting on 28th May 2021. Due to the pandemic situation and the travel restrictions, the meeting was held virtually through skype. Participants had the chance to reflect on the work done on the project, coordinate their next steps and prepare for the upcoming events and deliverables. Lastly, University of Pitesti, the coordinator of the project, informed partners about the managerial and financial aspects of the project in regards with the upcoming internal report.

Upcoming activities and deliverables

Upcoming Intellectual Outputs 4: Research study on MARG intervention

The project's consortium is now beginning Intellectual Output 4, in which teachers and researchers from each partner-country will implement the developed games in local school classrooms. Alongside the implementation, a research study will be carried out that aims to examine the impact of these innovative curricular on students' development digital and civic competencies and their subskills. The results of the research study are expected to be published in November 2021.



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Consortium



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