



Newsletter Issue 4
November 2021

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.

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IO4: Research study on MARG intervention



We are happy to announce that IO4, the research study on the MARG intervention was successfully implemented in all four partner countries.

Thirty-two educators and more than 400 students aged 10-13 years old participated in the study that aimed to discover the educational value of these game environments.

Students' digital and civic competences were evaluated pre and post the intervention. Students and teachers also answered in a specially designed questionnaire regarding their acceptance of the technology.

The results will be included in the final report of the Intellectual Output and published on the project's website.

UMARG MOOC in online

Access the MOOC through: <http://elearning.umarg.eu>

The MOOC aims to provide educators across Europe the necessary theoretical and technical knowledge to create and implement Mobile Augmented Reality Games in their teaching practice. The MOOC will stay online after the completion of project and will be free of charge.

It includes the following modules that one can follow in a self-paced mode:

- ✓ Fostering digital and civic competences in the context of sustainable development
- ✓ *Introduction to AR technology*
- ✓ *Designing, developing and incorporating Mobile Augmented Reality Games in teachers' activities to increase students' digital and civic key competencies*
- ✓ *Designing learning scenarios for MARG*

Welcome to UMARG eLearning

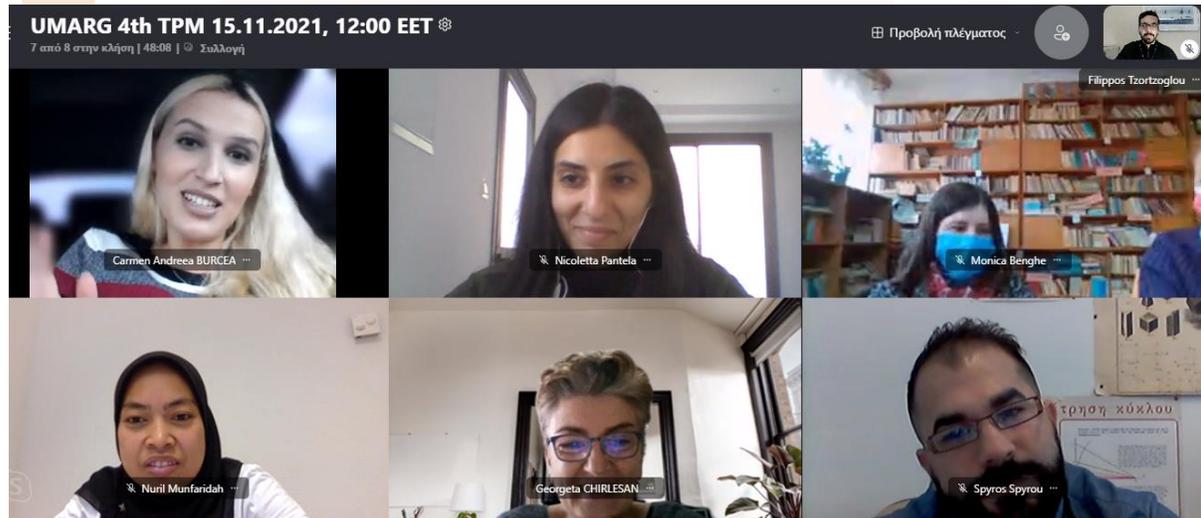


ENTER COURSE



4th Transnational Project Meeting

15 November 2021



UMARG partners held their final Transnational Project Meeting on 15th November 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 finalization of the project. 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 final report.

Multiplier events in partner countries

As the project reaches its end, all partner dipoles organized their national Multiplier event.

Educators, student teachers, educational leaders and various stakeholders from Greece, Cyprus, Romania and the Netherlands had the opportunity to learn about UMARG outputs and be inspired by its methodology.



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Consortium



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