

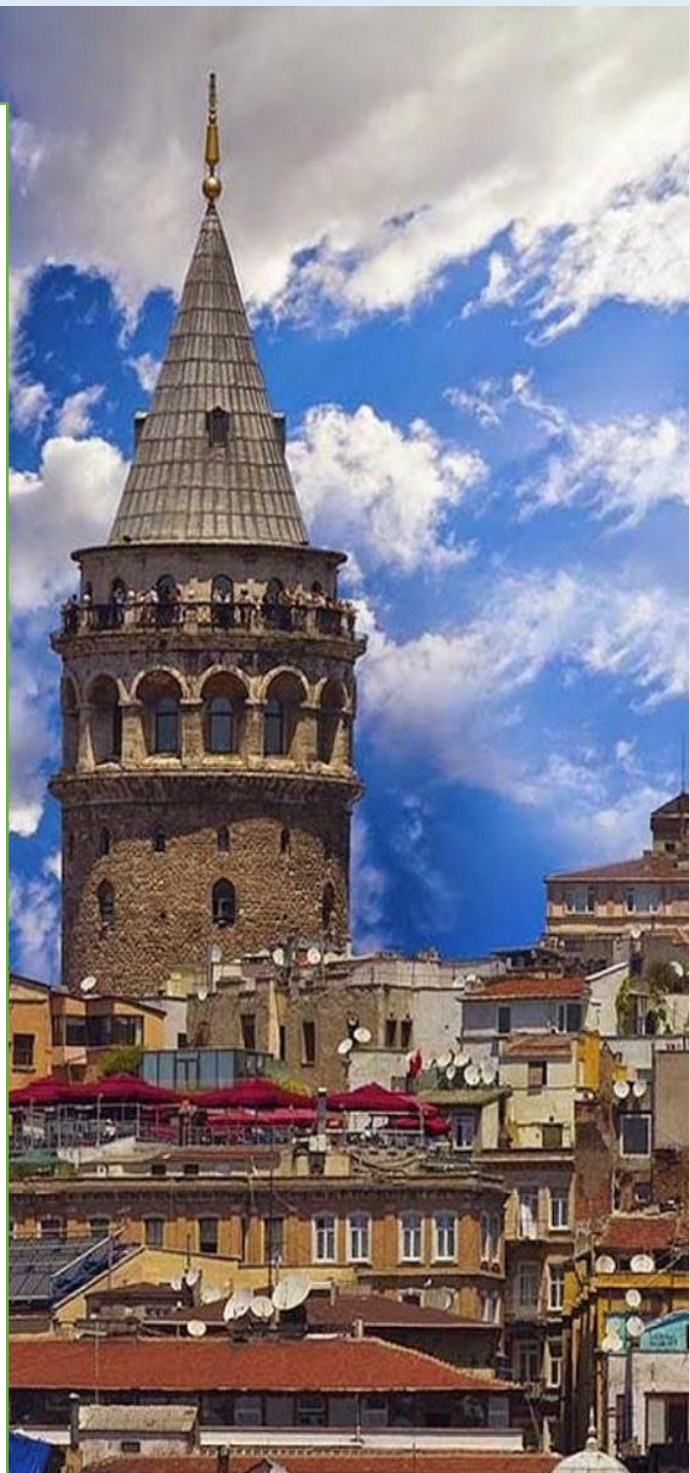
# **PRESS RELEASE N.3 JUNE 2021**

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**30 June 2021**

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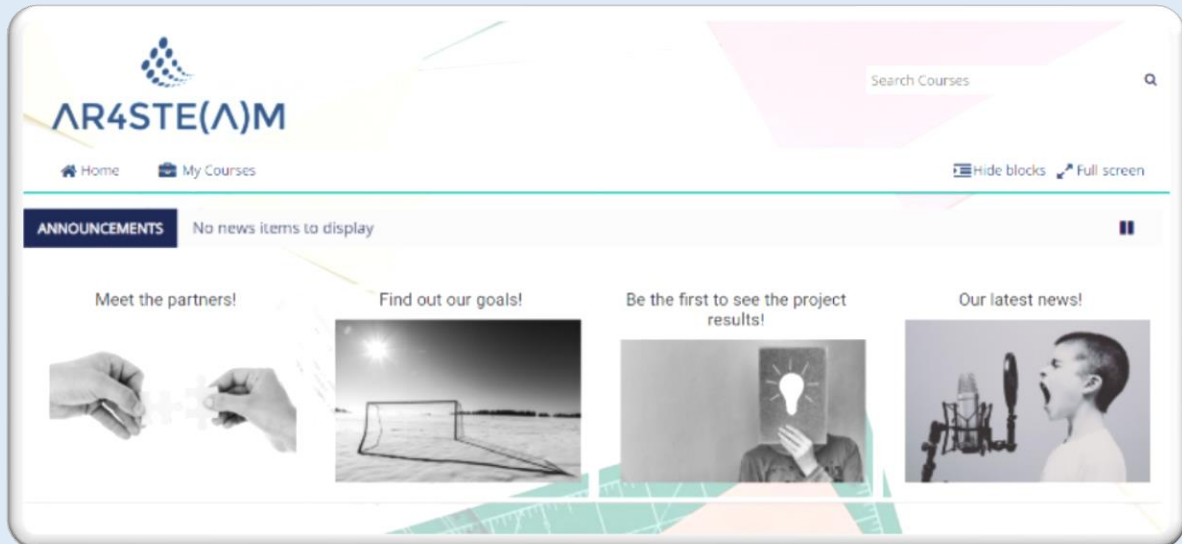
**Credits: Samandira MTAL**



# Press release N.3 June 2021

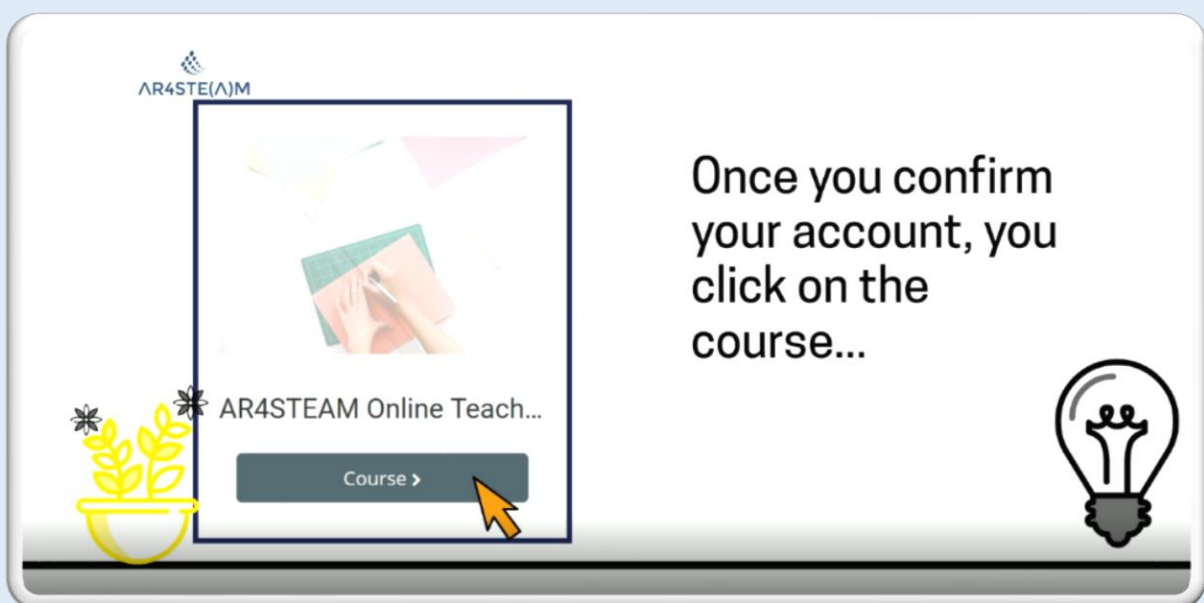
## Online Teaching Training Course

We have finished our work on the ARSTEAM course website. Are you ready to try our course by signing up at <https://courses.ar4steam.eu/>. Through this course, you will learn about AR applications and gamification strategies. As ARSTEAM team, we look forward to your participation.



You can register for free to the course and benefit from the trainings by watching the video prepared by the ARSTEAM team. You can access the video from the link below:

<https://www.youtube.com/watch?v=bRqmbVLhvMA>



**Let's take a look at the modules of this course.**

**Module 1 Introduction to AR and Gamification Strategies, Application in STE(A)M Studies:**

This section provides an introduction to AR and Gamification Strategies as well as STEAM studies applications. It includes a questionnaire that identifies your prior knowledge of the use of augmented reality and gamification strategies.

**Module 2 Pedagogic/Scientific Foundation Lecture - Theories, New Approaches and the Simulation of STE(A)M Teaching With New Technologies:**

This section is about STEAM teaching with theories, approaches and new Technologies. It will gather information about new approaches to STE(A)M teaching through the use of new technologies.

**Module 3 Design - Thinking , Development Circle: Gamification Strategies in Steam Studies:**

This section encourages gamification strategies in STEM studies and provide all the basic knowledge needed to implement CoSpaces Edu to be used during classes.

**Module 4 Implementing Augmented Reality in STE(A)M Studies Tech-Lesson (Hidden Until Module 3 is completed):**

This section guides users to create AR applications and to learn how to make AR and gamification applications using Vuforia and Unity programs.

**Module 5 Wrap-Up - Identifying Good Examples, Reflection Survey (Guidance):**

This section shows examples of in-class and out-of-class practices related to the use of augmented reality technology. It allows users to explore AR applications also outside of the education sector.

**AR4STEAM Project - what's next?**

In the next stage, 3 different institutions from each partner country will meet together and create their own unique AR and gamification applications.

Questions? Feedback? Please feel free to get involved!

**Your AR4STE(A)M TEAM**