manzalab
SERIOUS GAME

STEAM
TRAIN TEACHERS TO MULTIMODALITY

RESEARCH PARTNERS

Coventry University

sedu

VUC STORSTRØM
DIN VEJ VIDERE

A AFBB Akademie für berufliche Bildung gGmbH

TARGETS

Teachers and trainers

PROJECT CALENDAR

Project beginning: Q3 2016
Project ending: Q2 2019

FORMATS

OTHER RESSOURCES

https://www.erasmus-steam.com/

THE PROJECT

STEAM ("Serious game to train experts in advanced multimodality") is a European collaborative project which aims at facing the lack of training of European teachers to using the variety of available digital tools ("multimodality").

The goal of this project is therefore to create a serious game to train teachers to use these innovative digital tools, and to integrate them in their pedagogical approach.

The research program gathers five organisations from five countries, it is coordinated by Manzalab and is supported by ERASMUS+ funding.

EXPERIMENTATION

An experimentation will be conducted in 2018-2019 in partner training centers. Volunter teachers will test the game for several weeks.

STATUS

The consortium gathers three European training centers (AFBB, SEDU and VUCSTOR), in which teachers are involved. During a first stage, these teachers have been interviewed, in order to give their feelings and possible restrictions regarding multimodality. The content of the serious game will be based on this feedback. A prototype will be built from Manzalab's and Coventry University's expertise and tested in real-life situations.