



Erasmus+ Programme – Strategic Partnership

Project ID: 2019-1-IE01-KA201-051391

Name and number of the multiplier event: Workshop Fairy Tale Science Augmented II

Event host organization: CleverBooks

Venue: SC2022 VR/AR Simulations in Education in Ireland

Workshop Fairy Tale Science Augmented

FAnTASIA project aims at developing an educational package for the teaching of some basic scientific concepts & skills. It can be easily used by anyone regardless whether they are teachers, parents or guardians and regardless of their training. It can be used independently in class or at home, with the support of an adult. The educational material will be implemented in science classrooms as well as at homes and science centers, in participating EU countries and evaluated within specific educational objectives. Content will be delivered through the book and mobile application powered by Augmented Reality (AR) that helps to understand three science concepts for kids in K-12 grade.

The basic subjects which will be addressed are the concept of the shape of the earth; the concept of the sun, the phenomenon of the change of the day/night cycle; and the explanation of floating & sinking of solid objects in the water.

Moreover the students will learn how to apply the scientific method in order to evaluate their beliefs concerning the above phenomena.

The Open Educational Resources of the project are available at the FAnTASIA Repository at <https://fantasiadr.ucd.ie/> in three languages: English, Greek and Italian.

More details about the project are available at <https://fantasia.ucd.ie/>

Aims and Objectives of the Multiplier Event

The Workshop aims at presenting to the target audience and the wider public the intellectual outputs of the FAnTASIA project.

More specifically the objective of the workshop are to:

- ⊕ present to target audience the intellectual outputs of the project,
- ⊕ allow interaction between the participants and the FAnTASIA educational kit,
- ⊕ get feedback by the participants on the FAnSTASIA educational kit.



CleverBooks will present to the target audience the most innovative educative product based on Augmented Reality technology and traditional storytelling the FAnTASIA educational kit. The researcher of CleverBooks will demonstrate how the kit can be used at school or at home by the teacher or the parent/guardian.

Participants will have the opportunity to implement activities of the proposed educational scenarios and will provide feedback to the research group on their experience.

Target Groups

Parents/guardians, educators and other associates from the educational system, decision and educational policy makers.

Please book your seat in advance by contacting the organisers at cleverbooksireland@gmail.com. Priority will be given on a first-come, first-served basis.



Programme

Workshop Fairy Tale Science Augmented will last at least half a day and will be attended by at least 50 participants (mix of online and onsite attendees). Darya Yegorina from CleverBooks is organising and implementing this dissemination event, both in the real and virtual environments. It will develop a detailed agenda containing contributions from external experts and stakeholders and will take care of all technical and organisational aspects.

Although details of the agenda will be determined by real project developments as well as the needs and demands of the audience, the draft agenda could look as follows:

09:00 – 9:30 Welcome and Registrations

9:30 – 10:00 Project Overview and introduction to the set-up, structure and specific requirements for a hybrid event; short introduction of the project
Darya Yegorina, CleverBooks Dublin, Ireland

10:00 – 11:30 Presentation of Intellectual Outputs and their relevance to different stakeholders and target groups in Ireland and internationally
Darya Yegorina, CleverBooks Dublin, Ireland

10:30 – 11:00 Break

11:00 – 12:00 Hybrid panel discussion with representatives from associated partners, stakeholders, policy makers and with experts in the field of immersive learning

12:00 – 12:30 Networking, knowhow-exchange and presentation of best practice apps in immersive learning

12:30 – 14:00 Closing words and end of the event

CleverBooks (Darya Yegorina) will organise and moderate the whole event; She will be responsible for coordinating the audience, guests and speakers and for its smooth implementation as a hybrid event, including an uncomplicated change between real and virtual environments. It will develop professional promotional, dissemination and



presentation materials and is responsible for the proper reporting and documentation of the event (for administrative reasons); it also will take care of regional press coverage.