ARPHYMEDES

WELCOME TO THE FIRST NEWSLETTER OF THE ARphymedes PROJECT!

In this first edition, we are pleased to tell you about:

- A first look at ARphymedes
- Project purpose;
- What do we want to do;
- Our consortium;

A first look at ARphymedes

Scientific and technological development has been driving fast societal changes and the educational systems are struggling to keep up the pace of such **transformations**.

Given the decisive impact that **STEM education** is having on the now current **science-driven society**, within the educational landscape, however, there is a decline in students' preference however, there is a decline in preference among students toward subjects such as **Physics**, as they perceived as overly complicated and burdensome for their course of study.

Further evidence weighing on the scenario just described is the noted scarcity of educational materials for teachers.

Would you like to know **how we will act** on these issues?

Scroll down and **explore** the ARphymedes project

Project purpose

The project "ARphymedes" aims to increase and improve student engagement through the **integration** of new **technologies** in the school and educational space.

An **innovative** approach that aims to combine realities that, while traditionally might have appeared distant, will instead show their full unique potential and **transformative** value. A crucial combination that will enable the enhancement of the **educational experience** through the integration of media, app, augmented reality **(AR)** in the classroom.

Accompanying the current digital and technological revolution at school will enable **students, teachers**, and the entire educational ecosystem to transcend physical boundaries and make the **learning experience** authentic, **immersive**, and inspiring.

What Do We Want to Do

In **ARphymedes project** we will develop an **educational tool kit**, combining the use of books and **AR** via a smartphone and tablet application and a source of information for **deep learning** which will provide an opportunity to attract, hold attention and provide a hands-on experience,

The following tools will enrich the experience by adding new levels of

engagement for students and expand support for teachers, aiming to **reshape** traditional educational methods and learning environments toward **digital** and **interactive** forms.

Our Consortium

The Project is managed by a **consortium** of 7 partners from six European countries:

- Univerzita Sv. Cyrila a Metoda v Travne (Slovakia)
- Slovenska Technicka Univerzita v Bratislave (Slovakia)
- Tallinna Tehnikaulikool (Estonia)
- Univerza V Ljubljani (Slovenia)
- VITECO (Italy)
- DIADRASIS (Greece)
- Universitatea Tehnica Gheorghe Asachi Diniasi (Romania)

The **organizations** have different characteristics and fields of **specialization**, leading to truly effective **cooperation** necessary to develop and implement **innovations** to pre-existing educational models.

Stay tuned for more information and news!

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