

# SMART& STEAM -GUIDANCE STRATEGIES IN THE DIGITAL ERA SERIOUS GAMING FOR SMART EDUCATIONAL CHOICES FOR LIFE

## 9 November 2020 | h 14.45 - 17.30

Venue: **virtual (Webex)**

**Digitalization of learning, a leverage for inclusive education**

## Draft Agenda

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|--------------------|---|
| <b>14.30-14.45</b> | <b>Welcome to participants</b><br>Alexandra Margineanu - Cibinium College   |
| <b>14.45-15.00</b> | <b>Opening session</b><br><i>SMART&amp;STEAM VET E+ PROJECT: overview and main objectives</i><br>Elena Romanini - Centoform               |
| <b>15.00-15.25</b> | <b>Session 1</b><br><i>"Risks and opportunities of digital learning for inclusion"</i><br>Alex Schmoelz - OEIBF                           |
| <b>15.20-15.45</b> | <b>Session 2</b><br><i>"Pedagogic value of gamification"</i><br>Laura Oliveti - MELAZETA  |
| <b>15.45-16.00</b> | <b>Break</b>  |
| <b>16.00-16.25</b> | <b>Session 3</b><br><i>"A best practice experience in digitalization of learning: MYGRANTS"</i><br>Chris Richmond - Mygrants              |
| <b>16.25-16.50</b> | <b>Q&amp;A session</b>  |
| <b>16.50-17.10</b> | <b>Session 4</b><br><i>SMART&amp; STEAM serious game: presentation of the concept and state of the art</i><br>Marcella Albiero - MELAZETA |
| <b>17.10-17.20</b> | <b>Q&amp;A session</b>  |
| <b>17.20-17.30</b> | <b>Conclusions</b><br>Elena Romanini - Centoform  |