

## Immersive Technologies for Education (ImTech4Ed) ImTech4Ed.eu



## Invitation to Conference

Organized by the Open University of Cyprus (OUC) in collaboration with the European University Cyprus (EUC) and the English School Nicosia

Venue, Date & Time
 European University Cyprus (EUC), Auditorium Delta
 16:00 – 19:30, June 27, 2023

## Harnessing Emerging Technologies in STEAM Education Augmented Reality, Gamification and Interactivity in Primary and Secondary Education

The Conference is organized by the **Erasmus+ Programme ImTech4Ed** Project. It will take place on Tuesday 27 June 2023, 16:00 - 19:30, in the Delta Auditorium of the European University of Cyprus.

It is addressed both to **Secondary** and **Primary Education Teachers**, as well as to **academics**, **researchers**, and **university students**.

Project ImTech4Ed focuses on the design of interdisciplinary STEAM Scenarios via the cooperation of Universities and Schools, on the implementation of original prototype tools utilizing **Virtual** and **Augmented Reality**, **gamification** and other techniques and their application in Primary and Secondary Schools.

The implementation of the Scenarios in Schools aims to strengthen the interest and improve the performance of the students while at the same time cultivating a rounded approach between the **STEAM** fields by the teachers and the students. It also supports students in acquiring skills necessary for the modern labour market, such as critical thinking, creativity, collaboration, etc.

The topics of the Conference include a brief description of the **Teacher Training Program** developed by the Project and examples of the application of selected **interdisciplinary STEAM Scenarios** in Schools in Greece and Cyprus. It also includes an **interactive**, **hands-on workshop** with the ARTutor Augmented Reality software.

**Detailed Program of the Conference is attached.** 

Participation is free. Certificates of participation will be given.

To register for the Conference click Here.















