

highights

# RAISE project 1st newsletter Kick off Meeting and Multiplier Event April 2023



**#RAISE project** stands for Raising environmental knowledge & awareness through an innovative virtual environment. This project, funded by the Erasmus Plus programme under Key Action 2 (KA2): Partnerships for cooperation and exchanges of practices/Action Type: Cooperation partnerships in school education, commenced in December 2022.

## The Project's Objectives

The primary objective of the #RAISE project is to enhance environmental knowledge and raise awareness through the use of a cutting-edge virtual environment. By leveraging innovative technology, we aim to create engaging and immersive learning experiences that empower students and educators to become active contributors to environmental sustainability.

Over the past months, our dedicated team has been diligently working on curating educational content and designing interactive modules that address various environmental topics. This month the development of the virtual platform has also begun. We believe that this project has the potential to revolutionize environmental education by offering an accessible and dynamic approach to learning.



#### **Partners**











## Multiplier event



The multiplier event activity took place on April 24, 2023, as part of the Erasmus Open Day and was organized by the team at UPatras. The number of participants was more than 50 people. Many of the university staff contribute in kind to the multiplier event by organizing it as well as by participating in presentations. However, as we applied green project management practices, there were no costs for banners and leaflets, only some (5) posters and some prints of QR codes where the participants could get all the information about the project.



During the multiplier event, after the presentation of the program by the project coordinator (University of Patras), a constructive discussion followed with teachers and several students. The students formulated quite interesting ideas that could be considered by the developers of the digital platform to make scenarios attractive to the students. Since the program is mainly aimed at students, this feedback was very important to shape the scenarios that one will be able to choose in the digital 3D virtual world environment.

### **Kick-off Meeting**



On April 27 and 28, 2023, after many online meetings, all the partners of the RAISE program met in person. The meeting (Kick-off Meeting) took place at the University of Patras.



The discussion focused on the progress so far in creating scenarios and gamified activities for the 3D virtual world and educational material.





