

Highlights

2nd NEWSLETTER"RAISE" Second Transnational Project Meeting Dissemination activities December 2023



We' 're thrilled to share that RAISE is making significant strides. We're on the cusp of rolling out the first phase of the 3D World to students at schools - an exciting milestone in our journey. Our enthusiasm is at an all-time high, and we're eager to share this energy with you. Bringing the RAISE Erasmus program to life and seeing its practical application is not just our goal - it's our passion. Join us in this journey as we turn our vision into reality.

Second Transnational Project Meeting

The 2nd transnational project meeting was held successfully at the ISMAI University in Porto, on September 18-19, 2023, within the framework of the European Erasmus+ project:

RAISE: "Raising environmental knowledge & awareness through an innovative virtual environment".

The agenda of the meeting included:

- Evaluation of the progress of the program so far.
- Mechanisms for further diffusion of the project.
- Planning for the implementation of the remaining tasks of the program, such as the pilot application of the program in groups of students.



The TPM was a dynamic exchange of ideas and collaboration, addressing final issues and ensuring the project's success.













Dissemination Activities



The 8th Innovation and Know-how Transfer Exhibition named "Patras IQ" was a dissemination activity that took place at the Conference and Cultural Center of the University of Patras, on November 25-27, 2023.

During the first day of the exhibition and in a special session on "Innovation and Education", a presentation of RAISE and its project results was given by the coordinator - UPatras team.



At the exhibition stands of UPatras and Arsakeio schools, visitors were informed about the main objects and results of the project.

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Promotional Video



During November 2023 the 1st promotional video of RAISE was uploaded to the RAISE YouTube channel in 4 partners languages where an avatar introduces the 3D Virtual World to the audience.



The promotional video introduced users to the first version of the 3D virtual world learning environment. You can see our 1st promotional video to our YouTube channel.











