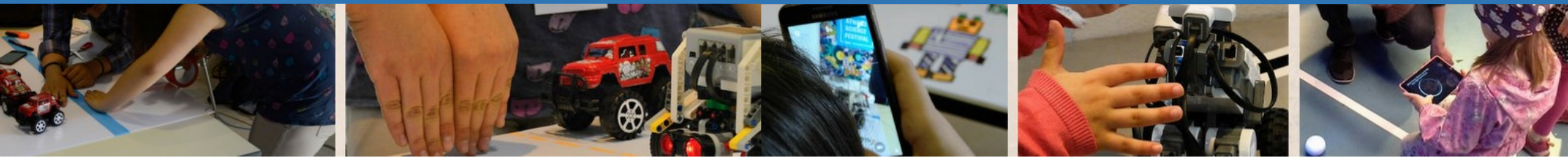
EDUMOTIVA

European Lab for Educational Technology



EDUMOTIVA
EUROPEAN LAB for
EDUCATIONAL TECHNOLOGY

www.edumotiva.eu

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www.facebook.com/EdumotivaLab

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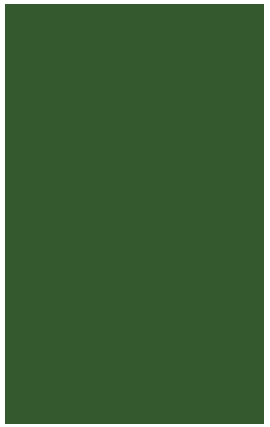
About us

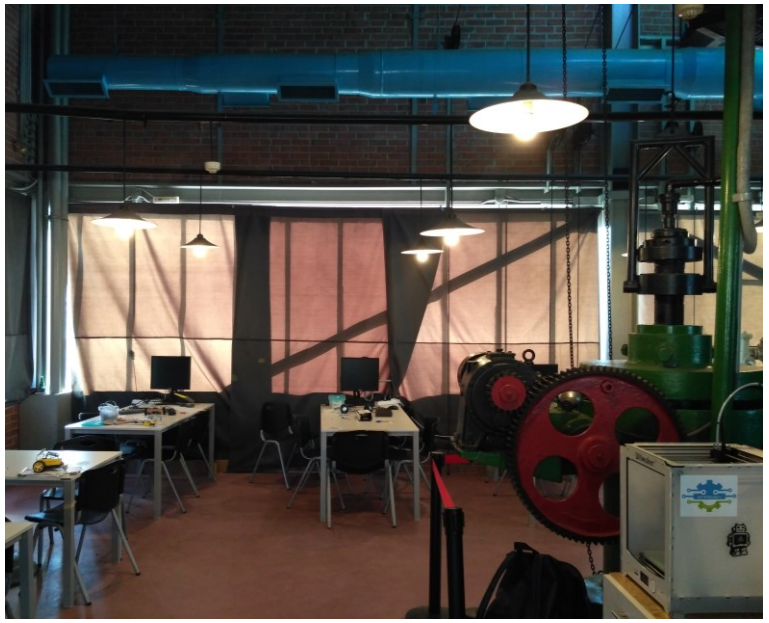
- Our **mission** is to offer students education and training that will improve their lives, influence their thinking, impact on the communities with in they act.
- Special focus is placed on the use of learning technologies, the design of learning interventions in the area of STEAM and the development of innovative content for learning.
- Close ties with universities, research centers, educational organizations and cultural centers in Europe.
- National coordinator of the European Robotics Week 2016 and supporter ever since.

Recent developments

2017: Establishment of the eCraft2Learn maker space in the Technopolis City of Athens Park.

2018: Establishment of mini maker space in the vocational school of Korydallos in Athens





Recent developments

2018: New offices in Athens

2018: Edumotiva becomes member of the HUMANE HUB||Unlimited Abilities Co-Working Space

Ongoing tasks

2019-2020: Preparatory tasks for establishment of STEM Clubs in public schools in disadvantaged areas in Athens

Main activities

- **Research and educational innovation**
  - EU funded projects (H2020, Erasmus+ and more)
- **Training seminars/workshops**
  - For students
  - For teachers
  - For educational practitioners
- **Dissemination**
  - Conferences (i.e. Edurobotics International Conference 2016/2018, ROBOESL 2016 Conference, Construit 2017)
  - Exhibitions (i.e. ROBOESL 2016 Exhibition in Educational Robotics)
  - National coordination of the European Robotics Week
  - Participation in events (i.e. Athens Mini Makers Faire, Athens Science Festival, SciFest Finland, MakerFaire Rome and more)

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EU funded projects

eCraft2Learn (H2020 |2016-2018) http://project.ecraft2learn.eu

The eCraft2Learn project aimed at researching, designing, piloting and validating a learning ecosystem for 21st-century STEAM education to foster deeper learning, assist the development of 21st century skills that promote inclusion and employability for youth in the EU. The eCraft2Learn ecosystem supported both formal and informal learning by providing the appropriate digital fabrication, making technologies, and programming tools. It also incorporated mechanisms for personalised and adaptive learning.

eCraft2Learn

INBOTS (H2020 | 2018-2020) http://inbots.eu

The overall objective of this project is to create a community hub that can bring together experts to debate and create a responsible research and innovation paradigm for robotics.

INBOTS
Inclusive Robotics for a better Society

EU funded projects

Learning technologies and STEAM education applied research

RoboScientists project (KA2 Erasmus+ | 2018-2021) http://www.roboscientists.eu/

The project aims to inspire secondary school students in making STEM (Science, Technology, Engineering and Maths) fields a career choice by introducing them in robotic artefact construction. The students are encouraged to construct their own robotic artefacts exploring the underpinning STEM concepts. The development of entrepreneurial mindset is central to RoboScientists and for this reason the teacher training curriculum is enriched with relevant case studies from the world of business, inspirational stories and good practices.

We are the makers! project (KA2 Erasmus+ | 2018-2020) wemakers.eu

IoT meets 3D printing with the aim of introducing students in DIY culture towards interactive object/artefact design. Social aspects are also reflected in students'projects (i.e. 3D printed prosthetics for those in needs, provision of solution in real life problems).

HOLOMAKERS project (KA2 Erasmus+ | 2017-2019) holomakers.eu

Motivating secondary school students towards STEM careers through hologram making and innovative virtual image processing practices with direct links to current research and laboratory practices

EU funded projects

Learning technologies and STEAM education applied research

MAKEITREAL project (Erasmus+ | 2016-2018) www.makeitreal.info

The project aimed at engaging school students (13-17 years old) that demonstrate low performance in STEM education and keep distance from STEM related disciplines in innovative product design and making practices following the Maker Movement trend in education (Schon, 2015), a global drive that encourages young people to be creative with technology. Product design was chosen as a practice that integrates STEM disciplines, can be a creative process providing links to Arts and also is reflected in industrial practices immersing students in entrepreneurial thinking and in the business culture.

ROBOESL project (Erasmus+ | 2015-2017) www.roboesl.eu

The RoboESL project aims at exploiting the potential of robotics for developing extra-curricular constructivist learning activities in schools that will help children at risk of failure or Early School Leaving (ESL) to practice and develop their creativity skills, raise self-esteem, motivate their interest in schooling, and finally to encourage them towards staying at school.

EU funded projects

Erasmus+

Education and Culture
Lifelong learning programme
GRUNDTVIG

Promoting learning technologies and STEM education

Construit! project (Erasmus+ | 2014-2017) www.construit.org

CONSTRUIT!

Conceptual framework for increasing society's commitment in ICT (Estonian project |2014) https://sisu.ut.ee/ict

Innovative learning practices
Well being –Social Inclusion – Intercultural education- teaching practices

CULPEER (Erasmus+ |2016-2018) culpeer.eu

CULPEER

HEALTHEDU (Erasmus+| 2016-2018) healthedu.emundus.eu

Health EDU

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Training workshops

For children, secondary school students, teachers and people of all ages

In innovative teaching practices in STEAM, new technologies/tools in education, ICT and digital skills, digital fabrication, programming, 3D modelling & printing, educational robotics, crafting in education, holography and more…

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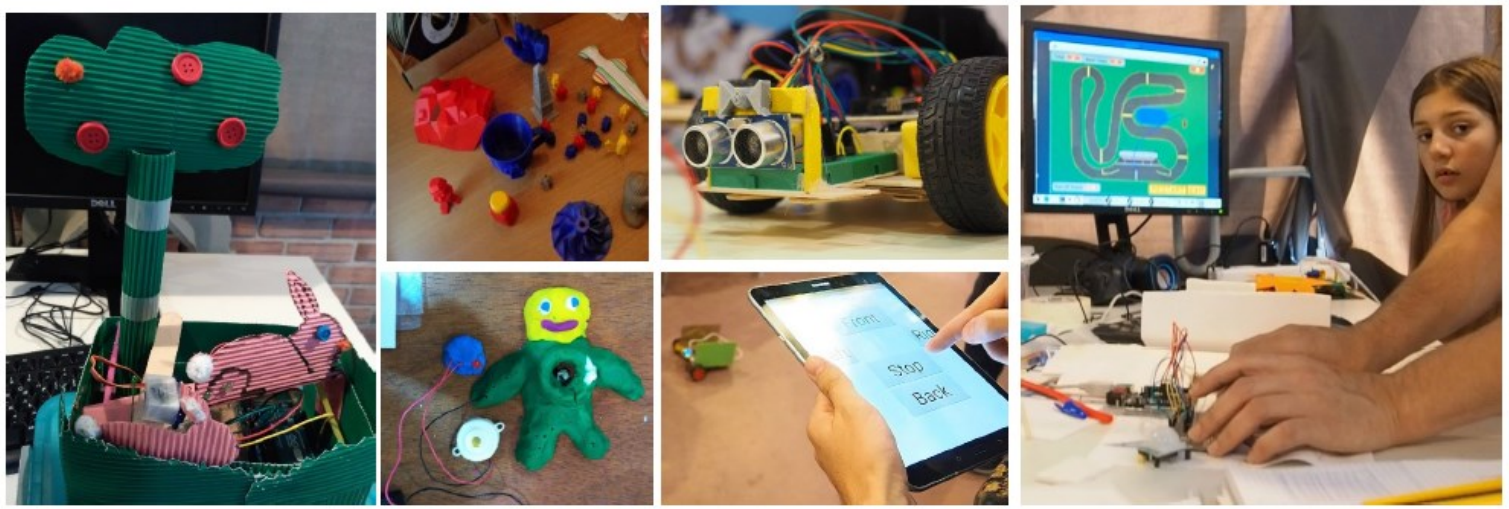
Training workshops

- In Educational Robotics, 3D modelling and printing, DIY electronics, creative programming, Artificial Intelligent programming, video editing, digital fabrication and more…
- In the development of 21st century skills through playful and project-based learning practices, innovative teaching practices in STEAM, meaningful integration of new technologies/tools in education, crafting in education and more…



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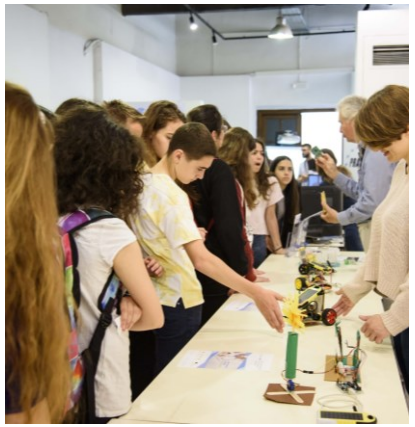
Dissemination activities

Organization of dissemination events and conferences

- http://edurobotics2018.edumotiva.eu/
- http://edurobotics2016.edumotiva.eu
- http://roboesl.eu/conference
- http://edumotiva.eu/construit2017



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