

SUMMER SCHOOL



Erasmus+

AEGINA ISLAND
GREECE

15-22 JULY 2023



VENUE OF THE COURSES

EPAL AEGINAS – Professional High School of Aegina





SUMMER SCHOOL ERASMUS+ 2023 @ AEGINA

PROGRAMME & FEE

SATURDAY 15 JULY

- Arrival of participants

SUNDAY 16 JULY

- Tour of the Island

MONDAY 17 – FRIDAY 21 JULY

- Structured training course (9:00 – 13:00)

SATURDAY 22 JULY

- Departure of participants

COURSE FEE

- 80€/day/participants
- Sunday to Friday = €480 (course + tour)
- Monday to Friday = €400 (only course)

CATALOGUE

The Summer School 2023 courses

- Easy Digital Design: Editing Graphic and Web Content for Beginners (course in Italian)
- Digital tools for learners with special needs
- Effective writing of Small Scale Erasmus+ KA2 projects
- Digital Storytelling to communicate the Sustainable Development Goals
- Augmented Reality and Virtual Reality for Digital Cultural Heritage
- Designing board games for creativity learning
- Improving well-being at school



Easy Digital Design

Graphic and Web Content Processing for Beginners
(course in Italian language)

TRAINING OBJECTIVES

The course focuses on media literacy in the fields of graphic design, audio-visual production, digital storytelling and website management.

Divided into small groups, participants will collaborate in the realisation of a creative digital project, using simple software available online including: online collaboration platforms, graphic editing, audio-video recording and editing, publication, promotion, and management of a project for the Web.

COURSE PROGRAMME

- **Monday 17:** Group creation and graphics basics
- **Tuesday 18:** Online tools for easy graphic design, how to design a logo, producing graphics for social networks
- **Wednesday 19:** Basics of managing a WordPress website, writing articles and creating pages.
- **Thursday 20:** Basics of managing social networks, how to choose the best one, planning campaigns and writing posts.
- **Friday 21:** Working on projects in teams

Digital Tools for Special Needs

Digital tools for learners with special needs
(course in English language)

TRAINING OBJECTIVES

Starting from the theoretical background and scientific knowledge about the different characteristics of pupils with special needs, the purpose of each instrument will be explained and illustrated. The methods of evaluating the effectiveness of the instruments performed by different research groups will be illustrated.

Different applications of the same tools in different contexts and with different targets will be illustrated. Real-life situations will be introduced through videos of sessions with subjects with special needs.

SUMMER SCHOOL ERASMUS+ 2023 @ AEGINA

COURSE PROGRAMME

- **Monday 17:** Introduction to digital for special needs
- **Tuesday 18:** paINTeraction: an interactive model based on the use of interfaces that detect the observer's movements, gestures and voice
- **Wednesday 19:** Videoart therapy: real-time editing to use video as a real feedback tool
- **Thursday 20:** tablet + 3d printer, drawings and symbols as three-dimensional objects for further interaction and activities
- **Friday 21:** The puzzle of the self: processing images and videos to create a single 'puzzle' image of the student's face

KA2 Small Scale Workshop



Effective writing of Erasmus+ KA2 small-scale projects
(course in English language)

TRAINING OBJECTIVES

The course is practical and straightforward: participants will help develop a project proposal and receive constant support from experienced tutors and mentors. Participants will acquire theoretical knowledge and carry out practical work, gaining valuable experience in project proposals.

Divided into small groups, they will complete various tasks related to planning and writing a project proposal.

COURSE PROGRAMME

- **Monday 17:** Creation of groups, analysis of the call and application form
- **Tuesday 18:** Presentation of examples of successful KA2 applications; generation of project ideas
- **Wednesday 19:** Identification of project results, planned activities and preparation of work plan
- **Thursday 20:** Analysis of project impact, dissemination and sustainability
- **Friday 21:** Financial aspects and project management and implementation activities

Digital Fabula 4 SDGs

Digital Storytelling to communicate the Sustainable Development Goals
(course in English language)

TRAINING OBJECTIVES

The objective of the training course is to provide participants with a specific methodology to implement global citizenship education using the Digital Storytelling technique both in schools and in non-formal educational settings.

The course aims to address crucial training needs that are emerging among young people, such as intercultural and transcultural competences, critical thinking, collaborative and project-based learning, creativity and digital literacy.

SUMMER SCHOOL ERASMUS+ 2023 @ AEGINA

COURSE PROGRAMME

- **Monday 17:** Let's warm up! Ideational process and creative thinking. Writing practices and digital storytelling as a systemic process
- **Tuesday 18:** Narrative techniques and concept development. How research can improve the quality of a project. The 'story circle' methodology. Synopsis, script and storyboard
- **Wednesday 19:** Filming techniques
- **Thursday 20:** The practice of film and video editing
- **Friday 21:** The 2030 Agenda Academy: The Sustainable Development Goals reveal immense potential in terms of digital storytelling production and social action

AR&VR FOR CULTURE

Augmented Reality and Virtual Reality for Digital Cultural Heritage (course in English language)

TRAINING OBJECTIVES

The course focuses on:

- The D.R.E.A.M. methodology to combine digital reality and educational activities in museums;
- The Museater model for transforming museum visits into AR-based theatre performances for actors from 5 to 90 years old;
- Hubs, the user-friendly open social VR platform developed by the Mozilla Foundation;
- WebAR tools to enjoy AR experiences from the browser of any smartphone.

SUMMER SCHOOL ERASMUS+ 2023 @ AEGINA

COURSE PROGRAMME

- **Monday 17:** Tour of the “haunted house”; introduction to the basic theoretical concepts of virtual reality; creation of digital characters
- **Tuesday 18:** Introduction to Mozilla Hubs. Construction of the “haunted house” in 3D graphics
- **Wednesday 19:** Creation of the narrative content of the experience. Story writing and production of images and videos for VR
- **Thursday 20:** Setting up the rooms of the "haunted house". Creating the furniture and integrating it with the narrative content.
- **Friday 21:** Integrating the furniture and narrative elements into the 'haunted house'. Post the experience on Mozilla Hubs and experience it in VR

ENHANCING CREATIVITY



Designing board games for creativity learning (course in English language)

TRAINING OBJECTIVES

The course combines theory, peer and group work and discussion. Participants from all over Europe will have the opportunity to experience game-based learning activities, design their own game and gain first-hand knowledge.

After completing the course, participants will be able to design game-based learning activities, evaluate the effectiveness of a game and understand how to use it in education, modify an existing board game to use it for educational purposes.

COURSE PROGRAMME

- **Monday 17:** Introduction to gamification and game-based learning; the different types of games
- **Tuesday 18:** Identifying needs and developing the player/learner profile; methodology for designing educational board games
- **Wednesday 19:** The game 'storyboard' and player involvement; evaluating learners and the effectiveness of a game
- **Thursday 20:** Group work project: designing and creating an educational board game
- **Friday 21:** Group work project: designing and creating a board game for educational purposes

ENHANCING WELLBEING



Improving well-being at school (course in English language)

TRAINING OBJECTIVES

The course combines theory, peer and group work and discussion. Participants from across Europe will have the opportunity to engage in activities related to nutrition, healthy eating and physical and mental health awareness.

After completing the course, participants will be able to: understand mental, emotional, social and physical wellbeing; recognise the importance of setting lifestyle goals and behaviour change steps; assess and support a positive mindset; increase self-esteem; and support student wellbeing.

SUMMER SCHOOL ERASMUS+ 2023 @ AEGINA

COURSE PROGRAMME

- **Monday 17:** Introduction to mental, emotional, social and physical well-being; Digital well-being
- **Tuesday 18:** Developing healthy eating, learning and working habits; Setting lifestyle goals and behavioural change steps
- **Wednesday 19:** The Hippocratic tradition and its application to today's wellbeing (nutrition and lifestyle, effects of environmental factors, exercise, herbs, mindfulness, ethics)
- **Thursday 20:** Introduction to gamification and game-based learning
- **Friday 21:** Group work: devising and creating an educational board game to promote well-being at school



REGISTER BEFORE 28/04/2023

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<https://form.jotform.com/230773878547068>