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Immersive Technologies for Education (ImTech4Ed)
ImTech4Ed.eu

Online Training Program on Immersive Technologies for Education
Designed for University Students and in-service STEAM Teachers

February 28th- March 14th, 2022

		Online Sessions
Who?	University Students, Teachers, Researchers and Practitioners	
How?	Synchronous and Asynchronous activities via the ImTech4Ed elearning platform	**1. Introduction to STEAM education** Monday, February 28th, 15:00-17:00 (Athens/Nicosia time)
Why?	Develop advanced knowledge and skills for the STEAM approach by participating in interdisciplinary and multicultural teams	**2. Game-based STEAM education** Friday, March 4th 15:00-17:00 (Athens/Nicosia time)
Registration	Use this Registration Form Or scan [QR code]	**3. Exploring authorware tools (ARTutor)** Wednesday, March 9th 15:00-17:00 (Athens/Nicosia time) **4. Authorware tools & game prototypes** Friday, March 11th 15:00-17:00 (Athens/Nicosia time) **5. Applying the ImTech4Ed approach in class** Monday, March 14th 15:00-17:00 (Athens/Nicosia time)
Further Info	Please contact us at imtech4ed.courses@gmail.com	** A Certificate of Attendance will be given to every participant who completes the Training.