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ENTREPRENEURSHIP AND STEM EDUCATION THROUGH DESIGN THINKING APPROACH AND SERIOUS GAMES

Project's "Enhancing enTreprenEurIAI steM Skills for new digiTal cAreeRs"
(TEAM_STAR), Ref. No. 2020-1-LV01-KA201-077448

October 27th , 2022, Latvian Cultural college, 57, Bruņinieku str., Rīga

CONFERENCE AGENDA

9.30-10.00	Registration and welcoming coffee
10.00-10.10	Opening of the final conference of the international project TEAM_STAR, Diāna Čivle, director of LCC
10.10-10.40	Introduction to the TEAM_STAR project – objectives, implemented activities & outcomes Gita Senka, project coordinator ,LCC
10.40-11.00	Overview of entrepreneurial and STEM skills for the 21 st century digital market Polina Chumichova, ISMA "Premjers"
11.00-11.30	The use of design thinking approach in the development of STEM skills - partners' experience Michela Tramonti, EU-Track
11.30-12.00	3D learning game scenarios - good practice for innovative training: TEAM_STAR partners' experience, TGB, Radost Kraiev, TGB *via ZOOM Manuel Antonio Colosimo , Carmela Giovanna Indelicato
12.00-13.00	<i>Lunch break</i>
13.00-14.30	Workshop on Design thinking collaboration platform (https://teamstar.e-ce.uth.gr/#/) Kostas Katsimentes, Menelaos Kokaras, UTH Room 27
14.30-15.00	<i>Coffee break</i>
15.00-15.30	Good practice examples: "Development of Educational Processes in a Digital Environment - The Experience of the Latvian Cultural College". Daina Valeine, LCC "Creativity for stage arts. Character dance. Training material presentation. Katrīne Martinsone Škapare, LCC * in Latvian
15.30-16.00	Round table discussion, questions, evaluation Closing the event



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