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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

<b>9.30-10.00</b>	Registration
<b>10.00-10.10</b>	Opening of the final conference of the international project TEAM_STAR
<b>10.10-10.40</b>	Introduction to the TEAM_STAR project – objectives, implemented activities & outcomes Gita Seņka, project coordinator ,LCC
<b>10.40-11.00</b>	Overview of entrepreneurial and STEM skills for the 21 <sup>st</sup> century digital market ISMA "Premjers"
<b>11.00-11.30</b>	The use of design thinking approach in the development of STEM skills - partners' experience Michela Tramonti, EU-Track
<b>11.30-12.00</b>	3D learning game scenarios - good practice for innovative training: TEAM_STAR partners' experience
<b>12.00-13.00</b>	<i>Lunch break</i>
<b>13.00-14.30</b>	Workshop on Design thinking collaboration platform ( <a href="https://teamstar.e-ce.uth.gr/#/">https://teamstar.e-ce.uth.gr/#/</a> ) Kostas Katsimentes, Menelaos Kokaras, UTH
<b>14.30-15.00</b>	<i>Coffee break</i>
<b>15.00-15.30</b>	Good practice examples: "Development of Educational Processes in a Digital Environment - The Experience of the Latvian Cultural College". Daina Valeine, LCC * in Latvian
<b>15.30-16.00</b>	Round table discussion, questions, evaluation Certificates
<b>16.00-16.15</b>	Closing of the event



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