



# TALETE

Teaching mAthS through innovative Learning approach  
and conTEnts

LIFELONG LEARNING PROGRAMME  
COMENIUS

Coordinated by Università degli Studi "G.Marconi"

*EXP(18) First National Exploitation event*

*Greece*



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Elaborated by (Name of the organization)	Università degli Studi "G. Marconi"
Conference Name	EXP(18) First National Exploitation Event
Date	24/10/2012

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### *Conference Objectives and Topics*

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The conference was aimed at raising the awareness about serious games for all stakeholders: researchers, students, teachers of primary, secondary schools and university level.

Several projects led by the University of Thessaly in that field have been presented, with a very big focus on the on-going TALETE project.

### *Conference date and venue*

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The conference took place the 24<sup>th</sup> of October at the University of Thessaly in Volos (located at the corner of Argonaufton and Philelinon), at amphitheatre Saratsi.

### *Conference themes and structure*

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The conference was dedicated to raise awareness on the theme of Serious Games in education, and several projects and working products have been presented to the audience. The TALETE project was the centrepiece of this conference, with an extended presentation followed by hands-on demonstration of the software and e-learning platform.

The following projects have been shown and explained in details:

Envkids (30 min)

Cminds (30 min)

SEGAN (30 min)

TALETE (2 hours and 30 min)

iQVet, siLang, iLike (30 min for all three projects)

Some photos of the event:







### *TALETE presentation*

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First a general presentation of the project was held, starting with a presentation of the problem at hand, with PISA and TIMSS figures and results. Then the solution proposed by the TALETE project was introduced and the goals, the schedule and the means of the project were explained.

The educational pills have been presented, along with the website, e-learning platform and prototype of the software.

A special focus has been put on in as wide as possible participation in the project. Participants were also encouraged a call to disseminate the TALETE solution and how to join in.

### *TALETE dissemination activity*

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The TALETE project was presented, along with its web portal.

The e-learning platform was introduced and how to participate was explained at length.

The TALETE brochure was also available.

### *Annexes*

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1. Conference program
2. Dissemination Material distributed