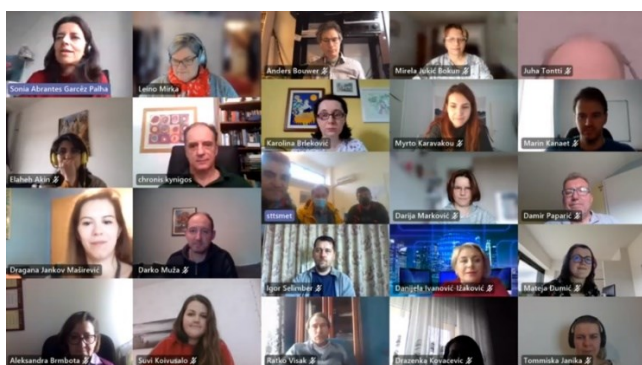




GAMMA is the acronym of the *GAME-based learning in Mathematics* project, which is a two-year Erasmus+ project, started on 1 October 2020 and was inspired by the growing need for developing STEM skills in a modern world and the idea about teaching mathematics by using innovative, creative and modern methods including better use of digital technology.

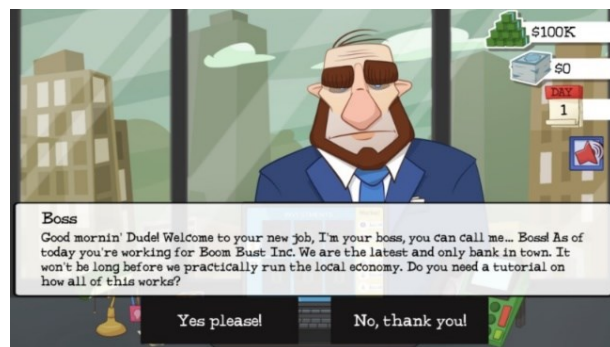
First GAMMA Training

The First GAMMA Training was organized by the Faculty of Education of the Amsterdam University of Applied Sciences, The Netherlands and it was a virtual training held via Microsoft Teams on 1-3 February, 2021. The meeting was attended by 41 participants, from the four partner countries: Croatia, Finland, Greece and The Netherlands.



In the First GAMMA Training we started to work towards the intellectual outputs of the project. A varied program of training included the following:

- three plenary sessions, in which participants were introduced to the Dutch education system and the applications of GBL in mathematics education;
- two workshops, where the participants studied theoretical dimensions, tools and design of several educational digital games; for example, one of the games was *Boom Bust Inc.*, where the players learn about the difference between money and credit, and how financial crises are created and can be avoided in the future;



(for more details about this game, see <https://pillargames.nl/boom-bust-inc/>);

- four working sessions, mostly dealt with the Handbook for Teachers, a discussion about the selection of topics for teaching scenarios and questionnaires for teachers and students.
- Each meeting day was closed with a discussion group session led by one of the university partners.

We used breakout rooms in MS Teams for small group work and parallel sessions. We also used other applications such as Padlet and Google forms to share ideas and collect experiences. The evaluation of the meeting was very positive.

Announcement of Second Training Activity

The Second GAMMA Training will be organised by Department of Educational Studies, School of Philosophy, National and Kapodistrian University of Athens, Greece, and it will be held virtually in April 2021.

Keep Our Project Progress on Track

All information, news, activities, and, project outputs, when prepared, will be freely available on the project website: <http://www.project-gamma.eu>

Follow us also on Facebook: <https://www.facebook.com/GAME-based-learning-in-Mathematics-GAMMA-104353051638>

