



GAMMA is the acronym of the Erasmus + project GAME-based learning in MATHematics.

Due to the coronavirus pandemic, activities on the project could not be carried out as planned in the project application, so the project is extended for one year and the new completion date is September 30, 2023.

GAMMA Training in Greece

The first physical GAMMA Learning, Teaching, Training Activity (LTTA) was organized by GAMMA Greek partners of the Educational Technology Lab (ETL) team, the National Kapodistrian University of Athens (NKUA) and the First Senior High School of Peristeri (FSP) team. It was held in Athens, Greece, at the NKUA University Campus and the FSP on June 06-09, 2022.

The main purpose of the LTTA was to get familiar with the Greek educational system and to work on the development of digital games and teaching scenarios connected with MaLT2 and ChoiCo. The activity was attended by 31 participants from the four partner countries.

An interesting and valuable LTTA program included:
✓ **four plenary sessions** led by NKUA, Department of Mathematics, J.J. Strossmayer University of Osijek (MATHOS), Amsterdam University of Applied Sci-



ences, Faculty of Education (AUAS) and FSP; on NKUA, the ETL team and their theoretical/technological constructions and academic status; on designing, editing and implementing teaching scenarios; on the GAMMA Handbook for teachers, and finally, on Greek public schools, led by FSP teachers and students with a discussion about the mathematics curriculum;

✓ **four presentations/workshops** on games based on MALT2 and ChoiCo: two on MaLT2 games called 'the yo-yo bird game' and 'the TikTok password', developed by NKUA and MATHOS, respectively; two on ChoiCo games called 'the balloon game' and 'the air-balloon game', developed by AU-





AS and NKUA. Participants had an opportunity to play these games and were also encouraged to give feedback on their gaming characteristics, the learning outcomes and the teaching scenario developed for their implementation in the classroom;

✓ **four presentations** on mathematical topics embedded in designed games led by Elektrotehnička i prometna škola Osijek, Porin Lyseon lukio General Upper Secondary School, Srednja škola Markantuna de Dominisa Rab and Education and Teacher Training Agency partners;

✓ **three presentations/workshops** on digital games in other applications/software led by Satakunta University of Applied Sciences, Faculty of Technology, MATHOS and AUAS;

✓ **four closing discussions** for games/scenarios, the project status and future activities.

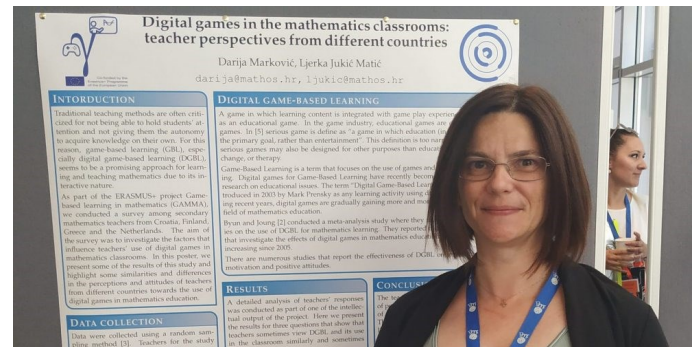
It was nice to finally meet in person, work together on intellectual outputs, share experiences, and learn about other cultures.

GAMMA Dissemination Activities

The NKUA team delivered an oral presentation of the GAMMA project at the two-day training event **Innovations and Challenges in the Teaching of Mathematics** organized by the Educational Technology Lab (NKUA team) together with ITYE Diofantos in the context of the upcoming new phase of training of secondary mathematics teachers in the use of digital tools for teaching purposes.



In the poster presentation entitled “Digital games in the mathematics classrooms: teacher perspectives from different countries” held on the 7th **Croatian Mathematical Congress**, Darija Marković, a GAMMA team member from MATHOS, presented some results obtained through a survey conducted among secondary school mathematics teachers from Croatia, Finland, Greece and the Netherlands as part of the GAMMA project.



Announcement of the Next Training Activity

The next LTTA will be held live in Osijek (Croatia) on September 26-30, 2022. That activity will be organized by the GAMMA team members of the Department of Mathematics of the University of Osijek and Elektrotehnička i prometna škola Osijek, as well as team members of the Education and Teacher Training Agency from Osijek, and it will take place at the Department of Mathematics and Elektrotehnička i prometna škola Osijek. The main purpose of this LTTA would be to introduce the Croatian educational system to the project participants through activities such as a school visit, to work on the development of teaching scenarios, and discuss the topics that are important for the successful project implementation.

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>

