
ATC 4 ALL Multiplier Event: National dissemination



**AISR LEARNING
B-STEM**





Multiplier Event

Academy for International Science and
Research (AISR)

Art-Tech-Creativity 4 ALL



Erasmus+

MULTIPLIER EVENT

The purpose of the Multiplier Event was to showcase the intellectual output of the project and provide an opportunity for attendees to learn more about the ATC 4 ALL app, and the objectives of the project. The app was disseminated and the attendees were also informed how the content of the ATC 4 ALL app was developed.

The conference included a series of presentations and workshops that focused on the app's features, and best practices for non-formal teaching methods. Attendees had the opportunity to participate in interactive sessions that demonstrated the app's functionality. Although English is the first language of our stakeholders within Ireland, more stakeholders showed interest in the app due to the increased number of refugees, mainly from Ukraine. Although the app and the project primarily focused on art, history, culture and technology, the content being in English makes it an excellent resource for ESL lessons.

The conference was successful in promoting the intellectual output - as evidenced by the feedback from attendees. Many attendees reported that they gained new insights and knowledge about art, culture and non-formal teaching methods, and expressed their interest in using the ATC 4 ALL app in their classrooms and workshops. The interactive sessions were particularly successful in engaging attendees and demonstrating the app's effectiveness in supporting cultural and historical learning.

The conference also facilitated networking and collaboration among attendees, which can lead to future projects and initiatives. Attendees consisted of teachers, educators, developers and NGOs working in the art, STEAM, creativity and technology industry. 20 local stakeholders attended the face-to-face event, whilst 4 stakeholders attended the virtual event.

The event took place on the 30th of October, 2023 at CoLab, Port Road, Letterkenny, Ireland.

OBJECTIVES

- To present the ATC 4 ALL project, its output and outcomes to stakeholders
- To present the ATC 4 ALL app
- To facilitate the sharing of best practices and success stories among stakeholders in the field of Art, History, Culture, Technology and teaching English as a Second Language.
- To encourage collaboration and networking among stakeholders to strengthen the ecosystem of education and professional development.

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Erasmus+ Programme
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AGENDA

10.30 – 11.00	Virtual Dissemination
10.30 – 11.00	Coffee and registration
11.00 – 11.10	Introduction to Erasmus+ and the ATC 4 ALL Project
11.10 – 11.15	Objectives of the project
11.15 – 11.45	Presenting the Intellectual Output: ATC 4 ALL App
11.45 – 13.00	Discussions, Conclusions and Recommendation

ANNEXES

I. Images





VIRTUAL M.E.:



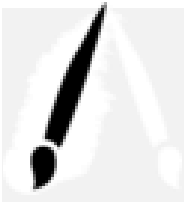
II. Dissemination Materials

QR code



Erasmus banner



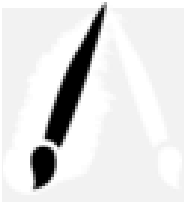


OBJECTIVES

1. To enhance the quality of education by promoting the use of technology and fresh approaches to teaching and learning in both formal and informal settings.
2. To foster an environment where creative thinking can flourish, thus bringing together schools, non-profits and SMEs working in the cultural and creative industries to share best practises and insights on how to improve formal, informal, and non-formal education
3. To help teachers and youth workers becoming more proficient in creative learning strategies,



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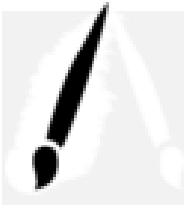


PARTNERS

1. AGIFODENT Art School – [Spain](#)
2. Academy for International Science and Research (AISR) – [Ireland](#)
3. Science and Centre of the [Turkish](#) Ministry of National Education
4. International School of Art Studies of Mosaic and Fresco - [Italy](#)
5. [Lithuanian](#) National Museum of Art
6. Newark Public School - [Malta](#)



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OUTPUT

ATC 4 ALL MOBILE APP

4 GAMES incorporating partners' curricula of art, history and culture.

1. Card-matching memory game (flipping cards & finding pairs)
2. Sort it (categorise items by characteristics)
3. Jigsaw puzzle
4. Geo-location based game (locate the origin)



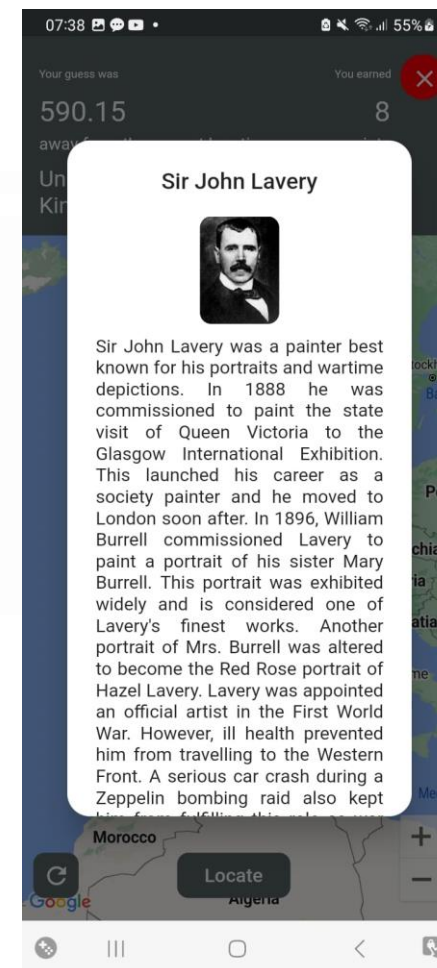
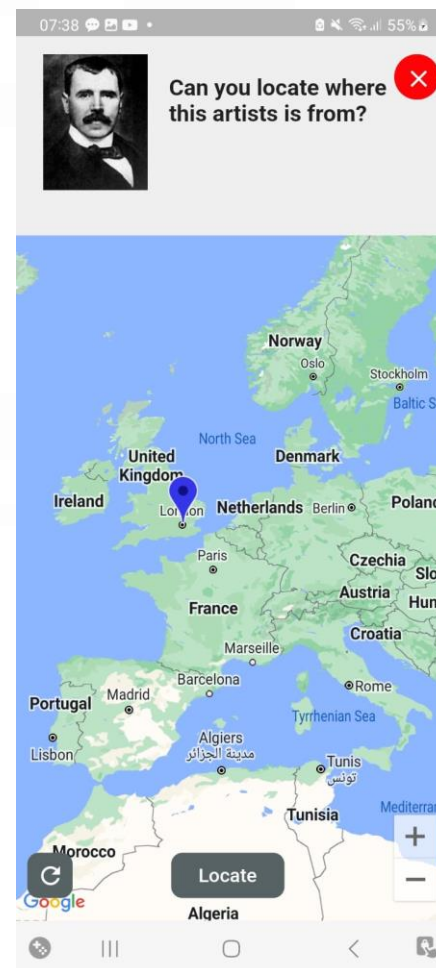
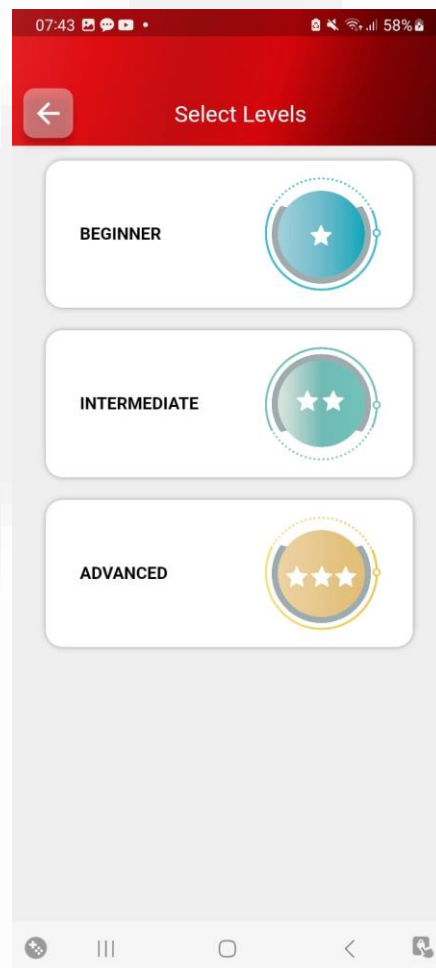
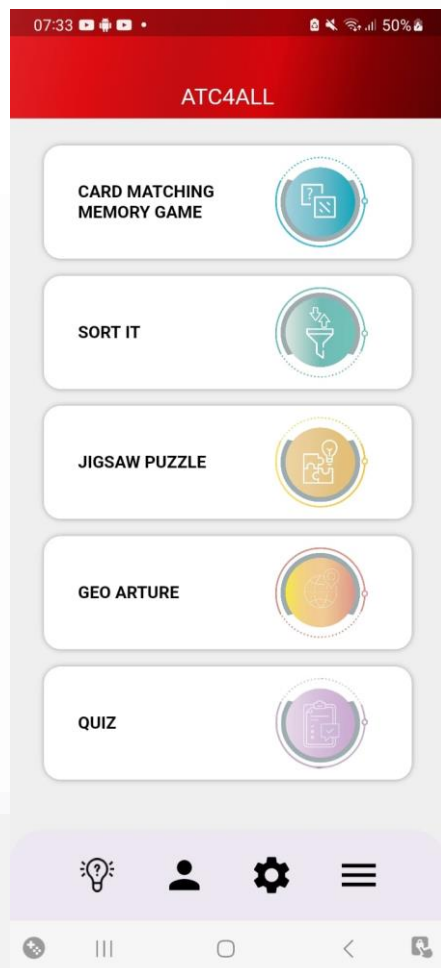
Google Play



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