



# UMARG

Using Mobile Augmented Reality Games to develop key competences through learning about sustainable development

## About the project

UMARG is a KA2 Erasmus+ funded project in the field of Strategic Partnerships for School Education promoting innovation under the Agreement Ref.No. 2019-1-RO01-KA201-063778. It involves the cooperation of eight partners (four Universities/Research Centers and four schools) from Romania, Greece, Cyprus and Netherlands.

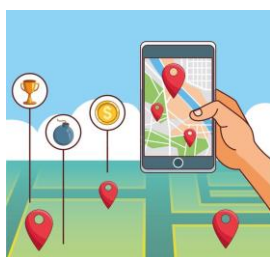
## Project objectives

To explore the potential of innovative technologies in formal or informal settings by presenting examples of Mobile Augmented Reality Games (MARG) and developing user guidelines for them.



To develop a learning design framework for developing students' digital and civic competences through MARG.

To provide educators with the necessary technical knowledge to create their own content for fostering students' key competences through learning about sustainable development.



To provide educators with the tools and methodology to implement, evaluate and assess key competences of their students as well as act as educators-researchers through action research-based education.



## Consortium



Project's coordinator



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