



ImProveSTEAM News

Enabling youth workers to improve their training programmes by introducing IP rights in their STEAM learning approaches

Newsletter #1

About the Project

ImProveSTEAM aims at educating young people on Intellectual Property concepts appearing in the field of STEAM and in entrepreneurial efforts.

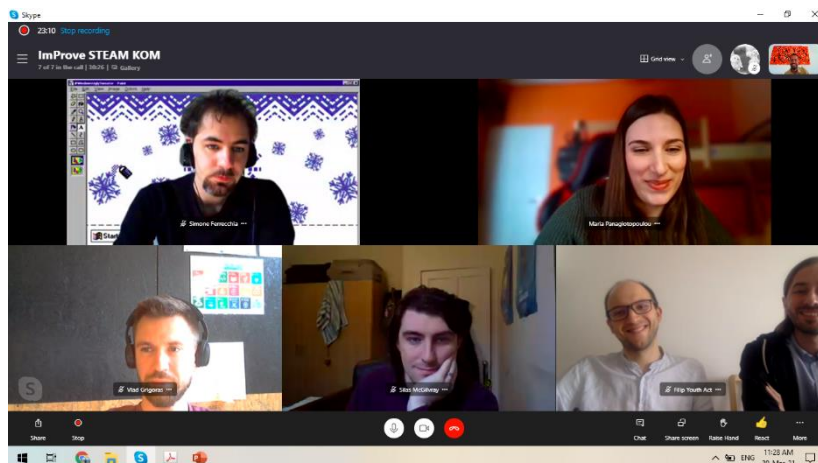
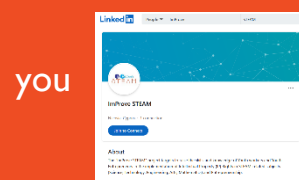
To achieve this, the project will create a stand-alone training manual in addition to the production of a serious game to help young people and those who work with them (youth workers) recognise the importance of intellectual property concepts.

The game and accompanying skills verification scheme can help raise awareness of such concepts and, through them, bolster youth engagement in STEAM careers and entrepreneurship.

ImProveSTEAM is Online!

ImProveSTEAM has now an established online presence through its dedicated website, facebook, twitter and linkedin accounts!

Join us and learn everything you need to know on Intellectual Property!!!



ImProveSTEAM Launch

The project was officially launched in the kick-off meeting held on the 30 March 2021, through the platform Meet Now, as the pandemic did not allow for a physical meeting to take place. Nevertheless, the project team members met each other in the four hours online meeting and discussed the main elements of the project as well as the first tasks that had to be implemented in order to establish a workable roadmap with clear role allocations.



ImProveSTEAM Consultations

In the context of the first intellectual output of the project, the ImProveSTEAM team conducted consultations with youth workers and young people, to assess their knowledge, collect their opinion and wishes on the training content as well as to gather their requirements and needs for designing the ImProveSTEAM game with them and for them.

The data were collected from all end-user countries, namely, Cyprus, France, Poland and Romania.

You can check the main outcomes of the consultations via our project's [1st infographic](#).

Coming Up...

- ♥ Training Manual Content (4 Modules)
- ♥ Use-case Scenarios for the Game
- ♥ Piloting of the Training Manual
- ♥ 2nd Project Meeting

Contact Us

Website:

<https://improvesteam.eu/>

Social Media



The Partners



HeartHands
SOLUTIONS
HANDS ON KNOWLEDGE



DIGIJEUNES



ΔTERMON
EDUCATIONAL PLAY

