

STORIES OF TOMORROW

Students Visions on the Future of Space Exploration

Collaborative Project in European Union's 2020 research and innovation programme

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The STORIES Consortium

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Executive Summary

This document presents dissemination materials that have been designed and produced by the consortium in order to promote the Stories of Tomorrow project. These materials that will be used and distributed through the activities outlined in the dissemination plan. As the creation of dissemination materials is a continuous process within the lifetime of the project, following the development of the STORIES platform and newly added educational activities, the list of produced materials is expected to expand. For STORIES the consortium foresees the following types of dissemination material: a) Print-based – promotional material (brochures, leaflets, posters, etc.), project presentations; b) Events-based – active presence in international conferences, workshops; c) Web-based: project website, newsletters, e-publications, social networking presence, etc.; d) Press-based: articles in newspapers, journals etc.

Here we present the first wave of dissemination materials that will be used for introducing STORIES to the educational community. The dissemination materials that were created in the first months of the project include print –based leaflets, project website, STORIES letterhead, project’s roll-on banner, STORIES designed ppt presentation slides, and booklets for introducing STORIES activities in the science classroom.

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1 Introduction

One of the main objectives of the STORIES project is to design and implement a systematic raising awareness strategy that will contribute to the effective communication of the project's results and outcomes. Thus, it is important to coordinate the design and production of the dissemination material that will be used and distributed through the activities outlined in the dissemination plan.

In general and for the lifetime of the project the consortium foresees the following types of dissemination material: a) Print-based – promotional material (brochures, leaflets, posters, etc.), project presentations; b) Events-based – active presence in international conferences, workshops; c) Web-based: project website, newsletters, e-publications, social networking presence, etc.; d) Press-based: articles in newspapers, journals etc. The project website (developed by VCI) will serve as the main vehicle of promotional activities and campaigns, through the uploading of material, linking to social media, etc. Each partner will be responsible to provide the content for the website in relation to their WP. Social networking sites will support the disseminating of the results to a broader audience.

In the following sections of this document we present dissemination materials that have been designed and produced by the consortium in order to promote the Stories of Tomorrow project within the first year of implementation. As the creation of dissemination materials is a continuous process within the lifetime of the project, following the development of the STORIES platform and newly added educational activities, the list of produced materials is expected to expand.

Here we present the first “wave” of dissemination materials that will be used for introducing STORIES to the educational community. The dissemination materials that were created in the first months of the project include: print –based leaflets, project website, STORIES letterhead, project's roll-on banner, STORIES designed ppt presentation slides, and booklets for introducing STORIES activities in the science classroom.

All these dissemination materials are listed below and the files that correspond to printing materials are attached to this document.

2 Dissemination materials

2.1 STORIES Letterhead

A STORIES letterhead has been produced to be used by all partners. The image on the left illustrates an example (including all official info of the partner) of how the letter will look when the STORIES letterhead is used. The image on the right shows the information that each partner has to fill in besides the body of its letter in order to make proper use on the produced letterhead. The complete file (in pdf or indesign format) is made available to all partners.

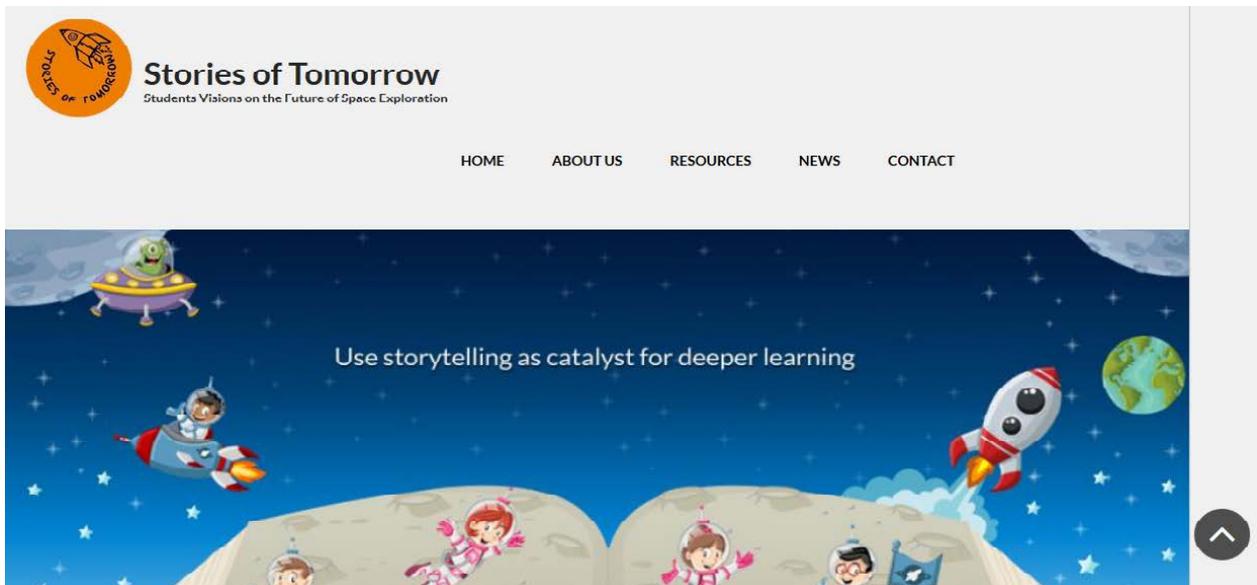


The pdf version of the letterhead is also attached to this deliverable.

2.3 *STORIES project website*

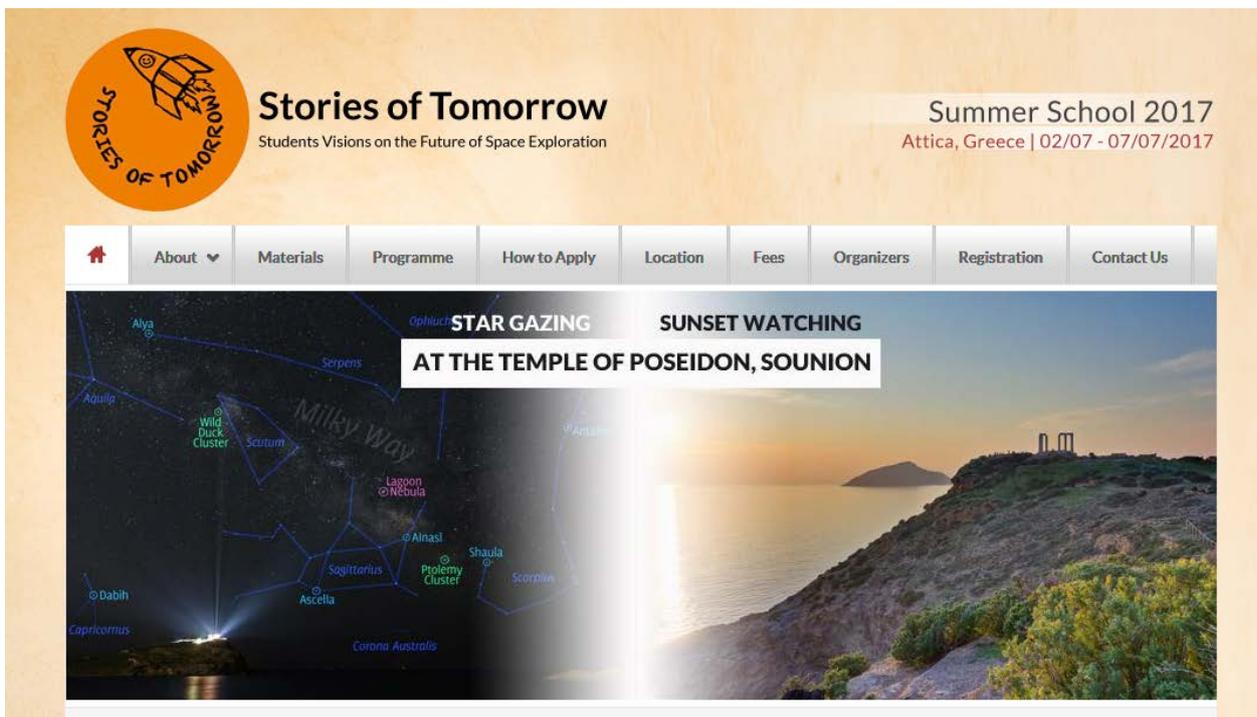
The consortium has created a website (D7.2) that serves as the main vehicle of promotional activities and campaigns, through the uploading of material, linking to social media, etc. Each partner provides content for the website while all dissemination materials are also uploaded on it (in the Resources area).

The official web address of the STORIES website is: <http://www.storiesoftomorrow.eu>



2.4 *STORIES summer school website*

A special website has been created for disseminating the STORIES summer school.



In this website one can find information about the methodology used to promote the STORIES approach, the summer school programme, the project and the offered workshops.

The official web address of the STORIES 2017 Summer School website is: <http://stories.ea.gr>

2.5 STORIES booklets for teachers

Five booklets have been created for teachers. Each booklet includes specific information on part of the trip to Mars and also a list of proposed educational activities.

The five booklets are: 1. Mars in a nutshell, 2. Trip to Mars, 3. Explore Mars, 4. Living on Mars, 5. Assessment tools.

The outline (design) of these booklets will be used in the future by partners that would like to create/present/disseminate their own STORIES activities. The booklets have been created with the Indesign software and are available to partners to use them as templates for creating new material (preferably in their language as well).

The covers of the booklets are presented below. In addition we have attached to this deliverable the five booklets (as pdf files) in low resolution.



STORIES OF TOMORROW

Students Visions on the Future of Space Exploration

Mars in a nutshell

Trip to Mars

Explore Mars

Living on Mars

Assessment Tools

Design by ELLINOGERMANIKI AGOGI

STORIES OF TOMORROW

Students Visions on the Future of Space Exploration

Mars in a nutshell

Trip to Mars

Explore Mars

Living on Mars

Assessment Tools

Design by ELLINOGERMANIKI AGOGI

STORIES OF TOMORROW

Students Visions on the Future of Space Exploration

Mars in a nutshell

Trip to Mars

Explore Mars

Living on Mars

Assessment Tools

Design by ELLINOGERMANIKI AGOGI

2.6 STORIES project leaflet

A leaflet presenting the STORIES approach, the partnership and implementation goals has been created. An illustration of the leaflet is presented below (front and back side) while the leaflet as a pdf is also attached to the deliverable.



STORIES OF TOMORROW

Students Visions on the Future of Space Exploration



The Stories of Tomorrow project has received funding from the European Union's Horizon 2020 research and innovation program under grant agreement No. 731872.

"There's always room for a story that can transport people to another place."
- J.K. Rowling

DEEPER LEARNING
Introduce a profiling process for students' Deeper Learning competences through the development of objective and standardized student assessment instruments.



INQUIRY-BASED LEARNING
Involve students in constructing their own knowledge based on personal experiences and explorations.





STORIES OF TOMORROW

DIGITAL STORYTELLING
Facilitating the convergence of student engagement, reflection for deeper learning, project based learning, and the effective integration of technology into instruction.



CREATIVE STEM EDUCATION
Integration of Arts into STEM activities, stimulating the ways in which subjects naturally connect in the real world.



COLLABORATIVE LEARNING
Developing activities that are focused around placing the learner at the center, emphasizing interaction and doing, working in groups, and developing solutions to real-world problems in the framework of the stories' creation.



The STORIES project aims to contribute to a dynamic future of children's ebooks evolution by

- developing user-friendly interfaces for young students (10-12 years old) to create their own multi-path stories expressing their imagination and creativity and
- by integrating the latest AR, VR and 3D printing technologies to visualize their stories in numerous innovative ways.

In the heart of this intervention lies the vision for integrated curricula and deeper learning outcomes. The project offers these innovations through a single environment, the STORIES Storytelling Platform which is the place for students' artistic expression and scientific inquiry at the same time. The creations of the students (paintings, models, dioramas and constructions, 3D objects and landscapes, animations, science videos and science theatre plays) will be captured and integrated in the form of interactive ebooks. The STORIES technical team will design advanced interfaces in which students will be able to augment characters, buildings, greenhouses and different 3D geometrical structures on a tablet or their computer and inspect their work using a mobile device. The outcome of their work will be detected and tracked, and the video stream is augmented with an animated 3D version of the character or the artefact. The platform will be tested in real settings in Germany, Greece, Portugal, France, Finland and Japan, involving 60 teachers and 3000 students (5th and 6th grade). To achieve this, the project is developing a novel cooperation between creative industries and electronic publishing, educational research institutions in the field of STEM, schools and informal learning centres.



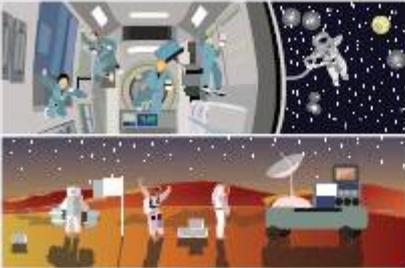
STORIES OF TOMORROW
Students Visions on the Future of Space Exploration

Stories of Tomorrow Pilot Schools

The STORIES project introduces **creative approaches in STEM education** supported by **digital storytelling** in order to engage students in purposive, imaginative activity generating outcomes that are original and valuable for them. The project's main objectives are:

- to develop a pedagogical framework that builds on the essential features of creative **deeper learning in STEM** and supports creativity as a generic element in the processual and communicative aspects of the pedagogy by integrating **arts** (virtual arts, performing arts, design, music). Based on project-based and inquiry approaches students will be asked to create their own stories about the future missions to and on Mars.
- to develop an **advanced storytelling platform** enriched with innovative interfaces (VR and AR) to support students' creations. The creations of the students (paintings, models, dioramas and constructions, 3D objects and landscapes, animations, science videos and science theatre plays) will be captured according to their scenarios and will be integrated in storylines available in the form of ebooks.
- to implement the proposed approach and the technologies to **real settings** in Germany, Greece, Portugal, France and Finland. The project will involve over a period of two years, **60 teachers and 3000 students** (5th and 6th grade, 10-12 years old) in two cycles of implementation.
- to develop standardized **assessment tools** that will be used during implementation to empirically test the effectiveness of deeper learning in promoting STEM-mastery.
- to formulate a common set of guidelines and recommendations on how scientific work can be used to provide an engaging educational experience through the exploration of "real science" with "art as catalyst".

A STORIES Digital Library including all students' stories that will be developed during the project will be created to disseminate the visions and the work of the young students.



Project Website:
<http://www.storiesoftomorrow.eu>

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- MOTIVIAN FOOD
www.motivian.com
- CreativTIC Innova SL
www.creativtic.com
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www.cite-espace.com
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www.curtin.edu.au/

2.7 **STORIES ppt presentation template**

A ppt template to be used in all official presentations of the STORIES project has been designed. The ppt file is attached to this document, while the first two slide (opening slide and inner slide) of the ppt template are depicted below:

