



# 'INTERACTIVE GOALS'

Creating interactive SDG classrooms  
through Augmented Reality  
2021-1-LV01-KA220-SCH-000032485

We are excited to present the third newsletter of the Erasmus+ Project called "Creating interactive SDG classrooms through Augmented Reality" acronym INTERACTIVE GOALS. The project aims to mainstream education for the SDGs by empowering schools to use AR technologies in their educational practices, thus developing, creating, and implementing innovative SDG classrooms.

## Pilot Testing

After the completion of the Project Results, **R1. INTERACTIVE GOALS AR GAME** and **R2. TEACHER'S MANUAL SDGs in CLASSROOM**, pilot tests have been carried out with both students and teachers.

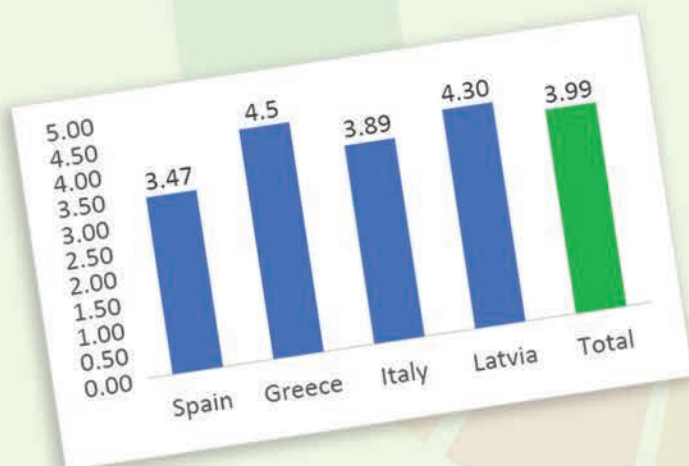
## STUDENTS' PILOTING

The AR Game has been tested by 208 students from the four partner countries. The game was evaluated based on its visual appeal, playability, entertainment, applicability to real life, use of Augmented Reality, learning, motivation to learn more about the Sustainable Development Goals (SDGs), recommendation to others, and potential to generate a change in attitude towards the SDGs in everyday life.

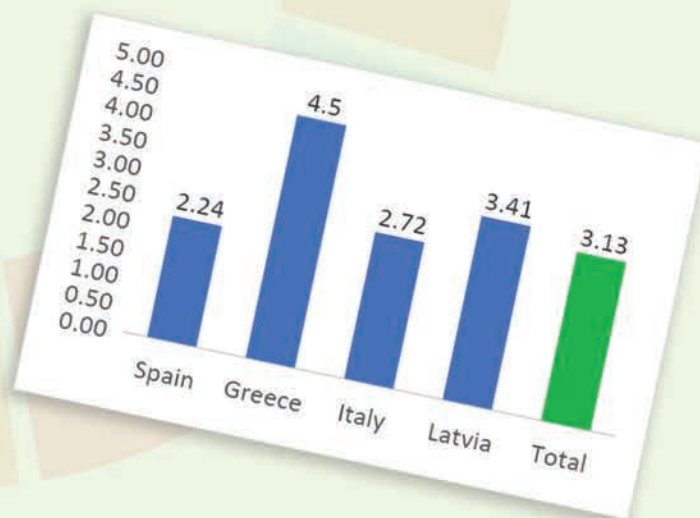
Data has been collected through an online questionnaire.

The questionnaire responses are graded on a scale of 1 to 5, with 1 being "not at all agree" and 5 being "completely agree."

Do you find the use of AR a good way to learn?



Do you think this game can bring about a change of attitude in your daily life so that you become more committed to the SDGs?



- With a mean score of 3.99, Augmented Reality appears to be a potentially beneficial tool for learning about the SDGs.
- The game received an average rating of 3.70 for its aesthetic appeal.
- The students found the scenarios applicable to real life, with a mean score of 3.78, indicating that the game effectively connects to students' everyday experiences.

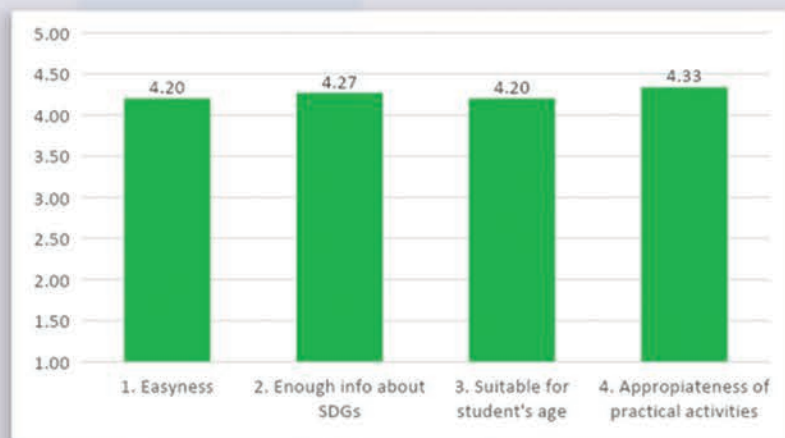
## TEACHERS' PILOTING

The AR Game and the Teacher's Manual have been tested by 15 teachers from four partner countries. The same criteria were used for the AR Game, while the Teacher's Manual evaluation was evaluated on the appropriateness of the modules to the level of teaching required for the students, the sufficiency of the information on the SDGs to acquire the necessary knowledge to apply it with the students, and the usefulness of the practical activities.

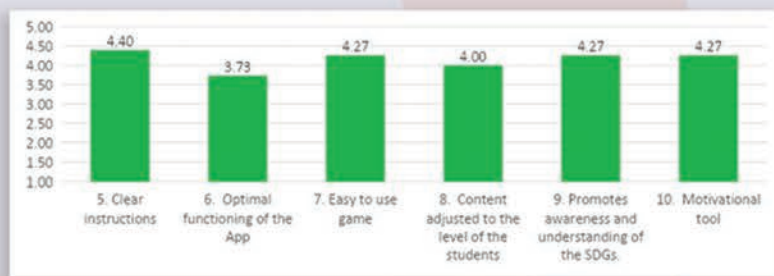
Data has been collected through an online questionnaire.

The questionnaire responses are graded on a scale of 1 to 5, with 1 being "not at all agree" and 5 being "completely agree."

Teacher's Manual



AR Game



- The educational approach proposed in the manual was considered innovative.
- The teachers found the manual to be clear and easy to follow, providing sufficient information about the SDGs.
- The teachers expressed that the project's materials will help them improve their digital skills and resources.
- Overall, the teachers have a positive appreciation for these educational resources due to their contribution to changing students' habits, their innovative approach, their alignment with the 2030 Agenda.

It can be inferred that both Project Results meet the objectives initially foreseen in the project, namely to raise students' awareness of the importance of the SDGs with the use of novel technology in the classroom, Augmented Reality.



## 14TH INTERNATIONAL WEEK OF PROFESSORS "INTERNATIONALIZATION AND FUTURE"

The INTERACTIVE GOALS project was presented during the 14th International Week of Professors "Internationalization and Future" which took place the week of May 15 – 19, 2023. The aim of this conference was to welcome and give opportunity to professors from European universities to give classes/lectures/workshops to students, present research, give home institution presentations to would-be exchange students, advertise project initiatives, and participate in students' research conference events.

103 presentations by 229 participants from 10 countries from the United Kingdom, the United States, Austria, the Czech Republic, the Philippines, India, Lithuania, Latvia, Finland, and Turkey, both in person and on the Zoom platform, took place.



## Next Steps

- ✓ **Multiplier Events** in partner countries to disseminate the project's results and activities

### Website



[www.interactivegoals.eu](http://www.interactivegoals.eu)

### Facebook



[www.facebook.com/Interactive](http://www.facebook.com/Interactive)

## The partnership

The European partnership is made up of the following organizations:

### 1 LATVIJAS UNIVERSITATE



LATVIJAS  
UNIVERSITĀTE

### 2 E-SCHOOL EDUCATIONAL GROUP



### 3 Foormative Footprint S.L.



### 4 ATERMON B.V.



### 5 Valmiera State Gymnasium



### 6 CONSORZIO COMUNITÀ BRIANZA



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