

TRISEUM PILOT: BRIEFING DOCUMENT FOR TEACHERS

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ABOUT THE TRISEUM PILOT

The Triseum Pilot aims to collect and analyse evidence on the implementation of two learning games ([ARTé: Mecenás](#) and [Variant: Limits](#)) in schools in five countries across Europe. Throughout the study, members of the evaluation team coordinated by [European Schoolnet](#) and representatives of [Triseum](#) will conduct the validation activities by working closely with the secondary school teachers selected to take part in the Pilot.

The pilot looks to evaluate how the two games can be implemented in schools and what are the effects on student knowledge, classroom engagement and motivation to learn.

TEACHER TASKS

Through their activities in the project, Triseum Pilot teachers will be helping evaluate the implementation of the two Triseum educational games in learning contexts. More specifically, selected teachers are expected to:

- Respond in a timely manner to two evaluation questionnaires shared by the project team: one at the beginning, and one at the end of the project;
- Participate in two 2-day training workshops organised in European Schoolnet's [Future Classroom Lab](#) in Brussels on **17-19 November 2017**, and **16-18 February 2018**;
- Participate in three group online meetings and participate/present in up to two dissemination webinars;
- Use the pedagogical training and advice received during the online meetings and the two workshops to integrate the **ARTé: Mecenás** or **Variant: Limits** games into lesson plans and learning scenarios;

- Test with their pupils the learning scenarios and activities involving Triseum educational games;
- Review and develop the learning scenarios and activities over the duration of the project; produce final learning scenarios ready for publication;
- Participate in an online space for discussions and exchange.

Selected teachers will be involved in Triseum Pilot activities from September 2017 to June 2018.

SELECTION CRITERIA

The selection of the participating teachers will be made according to criteria detailed below and taking into account the order of applications. Selected teachers will be responsible for getting any permissions from the school necessary for their involvement in the Triseum Pilot and the completion of the tasks outlined above.

A. ESSENTIAL

1. Teacher profiles and subjects taught

Four secondary school teachers (**pupils ages 16-18/19 years old**) from each targeted country will be selected to participate in the Pilot project, as follows:

- **two** teachers of Art History, world history, geography, economics, business studies per country, to pilot [ARTé: Mecenas](#)
- **two** teachers of Calculus, Pre-Calculus per country, to pilot [Variant: Limits](#)

Teachers can come from the same school, but they must teach different students.

2. Teacher/student general competences

The pilot requires innovative teachers with **good English language skills** and **moderate to high levels of ICT competence**.

As the games are in English (U.S.), students should have sufficient English language ability.

3. School technical requirements

Selected schools would need to have access to the following technical requirements for running the two games:

ARTé: Mecenas v2.1: Released in August 2017 which includes a web version. Operating System (OS) - Windows 7 SP1 or higher, Mac OS 10 Sierra, or Mac OS X Yosemite Version 10.10.2. Computer Processing Unit (CPU) – Intel Celeron 1.87GHz processor speed. 4GB (RAM) of memory, Intel HD Graphics 4000, 800 MB of Disk Space.

The web platform is supported on Google Chrome (on a computer, it is not support on tablets or mobile devices).

Variant: Limits v1.1: Operating System (OS) Windows 7.1 +, Mac OS 10 Sierra, Computer Processing Unit (CPU) Intel® Celeron® 1.87GHz processor speed, 4GB (RAM) of memory, Intel HD Graphics 4000, 5 GB of Disk Space.

B. DESIRABLE

Previous experience of participation in European / national-level education projects.

BENEFITS OF PARTICIPATION

Triseum will provide free, limited use licences to teachers and all students participating in the validation study. The licenses will be extended for one year after the end of the validation study.

Teachers will receive continuous support for the duration of the project, via three online webinars and two workshops in European Schoolnet's Future Classroom Lab in Brussels, with flights, hotel and meals covered by the project.

Apart from specific training on the Triseum tools, these workshops will also provide professional development in new pedagogical approaches, as well as an opportunity for teachers to meet with members of the Triseum team to discuss informally about their work.

Additionally, the project aims to create a tight-knit community of practice, and to highlight the teachers' success stories via a final webinar open to the public.

PRIVACY ISSUES

Triseum will store gameplay analytics on European servers and have this facility in place at the start of the validation pilot.

ABOUT THE GAMES

[ARTé: Mecenas](#)TM is a strategy game, with targeting learning outcomes designed to enhance Art History courses. Gameplay will engage and immerse students from the Medici perspective to demonstrate the interconnectedness of art patronage, economics, and political pressures surrounding the commissioning of famous artworks of the Italian Renaissance. ARTé: Mecenas features the most influential artworks of 15th and 16th centuries including over 130 pieces of art by more than 70 artists.

[Variant: Limits](#) promotes conceptual understanding through direct interaction and immediate feedback in the game environment.

- Finite Limits: Introduction to limits, one-sided limits, and limits of combined functions.
- Continuity: Limit definition of continuity at a point, continuity of combined functions, and the intermediate value theorem.
- Infinite Limits: Horizontal and vertical asymptotes.

TIMELINE

Foreseen dates	Ongoing	Milestones
September 2017		Selection of teachers
October 2017	Development, implementation and refinement of learning scenarios	<ul style="list-style-type: none"> Teachers submit their answers to an initial evaluation questionnaire Teachers are invited to attend an online project introductory meeting
November 2017		<ul style="list-style-type: none"> Teachers are invited to the first training workshop in the FCL (17-19 November)
December 2017		Teachers participate in a second online meeting to refine education scenarios
February 2018		Teachers are invited to the second training workshop in the FCL (16-18 February 2018)
April 2018		<ul style="list-style-type: none"> Teachers submit their responses to the second evaluation questionnaire Teachers participate in the third online meeting to refine education scenarios
May 2018		Teachers submit final versions of the learning scenarios
June 2018		Teachers participate in the final dissemination webinars