

RoboSTEAM – Dissemination strategy

RoboSTEAM Consortium
Erasmus+ Project 2018-1-ES01-KA201-050939

Abstract

A first approach of the dissemination strategy in the RoboSTEAM Erasmus+ project presented in the RoboSTEAM Kick-off meeting held in Bragança, Portugal, February 15-16, 2019.

Keywords

RoboSTEAM, Erasmus+, STEAM, Robots, Computational Thinking, EU, Dissemination strategy

Link to the presentation

<https://goo.gl/N4zus4>

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Contents

The dissemination strategy regards to:

- Media strategy
- Training strategy

Related projects

The consortium has experience in other related projects, such as:

- TRAILER (Tagging, recognition and acknowledgment of informal learning experiences) [[1-6](#)].
- VALS (Virtual Alliances for Learning Society) [[7-18](#)].
- TACCLE 3 – Coding [[19-25](#)].
- WYRED (netWorked Youth Research for Empowerment in the Digital society) [[26-34](#)].
- W-STEM (Building the future of Latin America: engaging women into STEM) [[35](#)].
- eCraft2Learn (<https://project.ecraft2learn.eu/>)

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