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NEWSLETTER FINAL

- WELCOME
- ACHIEVEMENTS
SO FAR
- NEWS AND
UPCOMING EVENTS
- PROJECT
CONCLUSION



WELCOME

Welcome to the final newsletter of the Erasmus+ Augmented Science Project!

As we approach the end of our journey, we are proud to share the project's final achievements and milestones. Over the past two years, partners have worked collaboratively to integrate Augmented Reality (AR) into science education, making learning more interactive, accessible, and future-ready.



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ACHIEVEMENTS SO FAR



WP3 – AR-Enriched Experiments and Simulations

The mobile application has been successfully completed by Piri Technology and will soon be available for download on Android devices via the Play Store and on iPhones via the App Store. All partners have finalized translations into their national languages, ensuring wide accessibility for teachers and students.

WP4 – Web-based Active Learning System (WALS)

Polygonal North has delivered the English version of the WALS platform, enabling teachers and students to interact with AR experiments and activities online.

All partners have tested the system and provided comprehensive feedback to enhance functionality, usability, and educational value.



NEWS AND UPCOMING EVENTS

LEARNING, TEACHING, AND TRAINING ACTIVITY (LTT)

An online LTT event was organized on 17 and 24 October 2025 with teachers, educators, and science professionals.

Participants explored and tested the eBook, mobile application, and WALS platform, gaining hands-on experience with the project's innovative tools and methods.

MULTIPLIER EVENTS

Before the end of the project, multiplier events will take place across partner countries in November 2025.

Each event will bring together at least 30 participants, including teachers, researchers, students, education professionals, and other stakeholders outside the partnership.

These events will serve to disseminate project outcomes, share good practices, and encourage the integration of AR in science education.

MEETINGS

Online Meetings: Since the start of the project, 16 online meetings have been held, facilitating coordination, updates, and problem-solving across partners.

TRANSNATIONAL PARTNER MEETINGS (TPMs):

TPM2 – Bursa, Turkey (April 9–10, 2025)

TPM3 – Larissa, Greece (September 9–10, 2025)

These meetings were essential for consolidating results, evaluating progress, and preparing for final dissemination and closure activities.

PROJECT CONCLUSION



- The Augmented Science project has successfully achieved its objectives:
- Developed AR-enriched experiments, simulations, and an interactive mobile app.
- Created an innovative eBook with scenario-based science content.
- Launched the Web-based Active Learning System (WALS) as an open educational platform.
- Trained educators and empowered schools to adopt digital tools in science education.



All project results will remain freely accessible through the project website and platforms, ensuring continued use and long-term sustainability beyond the project's lifetime.

**Stay up to date and get
involved!**

Look out for further information about the **AUGMENTED SCIENCE** Project!
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