



t-crepe



ICT tools in Education & Business

a hybrid international workshop

THEMES

1. ICT in Education (I): Games in Education
2. ICT in Textiles Education & Business
3. ICT in Education (II): Reflections on the T-CREPE Planet Platform

INTERACTIVE SESSIONS

1. 'Play & Vote' (I): Games co-designed by teachers & industry partners
2. 'Play & Vote' (II): Games designed by students
3. 'Design a game': a DIY activity
4. 'Ideas for games': A brainstorming activity

Venue

Athens, Greece + online

Time

2-6 November 2021

Registration

The event is **free** but registration is required by 30 October



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