

STEMinAction

Call 2020 Round 1 KA2 - Cooperation
for innovation and the exchange of
good practices

KA203 - Strategic Partnerships for
higher education

Form ID: KA203-99114F20

Project 2020-1-TR01-KA203-094309

Duration:

31.12.2020 to 31.12.2022 (24 month)



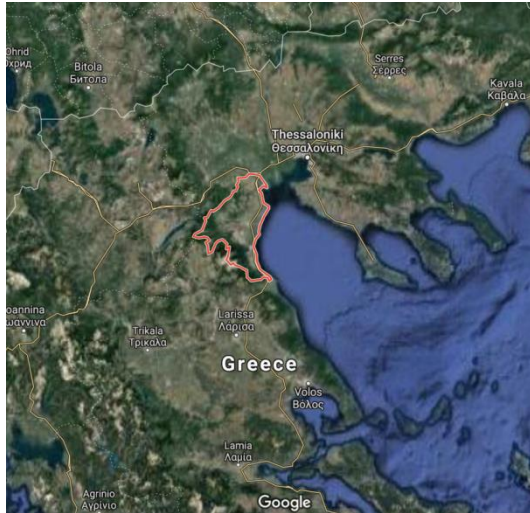
Co-funded by the
Erasmus+ Programme
of the European Union



Partner presentation



Katerini, Pieria, Greece



- Northern Greece, district of Macedonia
- Population: 126,698
- More than 100km of coastal line
- Know for: Mountain Olympus



Pi-technologies

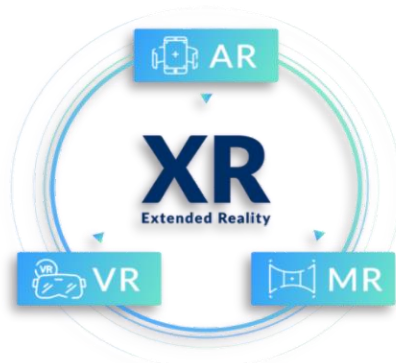


ICT company founded in 2014 (changed in its current form in 2020).

Spinout company of Platon private school.



Fields of expertise



Extended reality



Educational technology



Project management



Portfolio



XR APPS

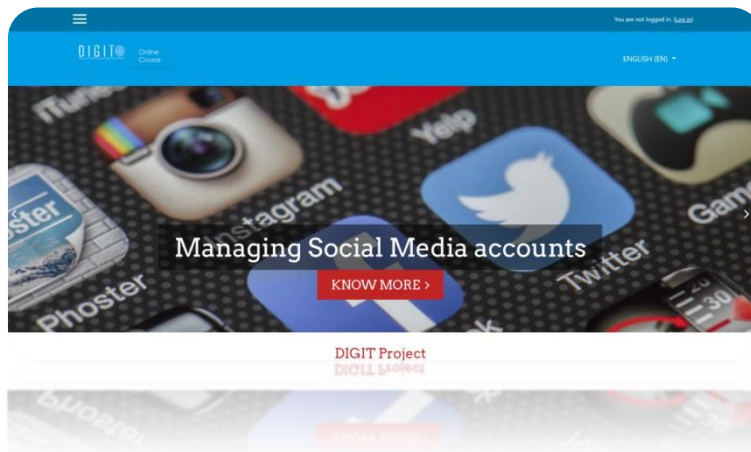
- Parfes-Solidarity and Anti-bullying – AR book (2017)
- “My towel” AR advertisement for a Swiss well being company (2018)
- “Gallaria” – AR and VR advertisement for coffee bar-museum (2018)
- Space Guardians - interactive ebook of an Erasmus+ project (2018)
- “4GAIA” – AR advertisement for a food company (2019)
- “Platon” – AR advertisement for Platon schools

PROJECT MANAGEMENT SERVICES - SYNERGIES



- Municipality of Dion-Olympos – Program: Erasmus+ (2020-2022) “Rural and Regional Libraries as Local Family Entrepreneurship centres”
- Municipality of Katerini – Program: SPORT (2020-2022) “Ariadne’s Thread for Youth Deviance”
- Veterans Athletes of Pieria – Program: SPORT (2020-2021) “Tennis Enhancing Normative Innovative System”
- Study for the Municipality of Dion-Olympos “Transformation of three Municipality Buildings into Positive Energy” March 2020 – July 2020
- International Hellenic University – Program: Erasmus+ (2020-2022) “21st Century Students – Promoting Digital Manufacturing and Design (DM&D) in Schools”

EDUCATIONAL TECHNOLOGY



Educational games

- "Deter Dion's Disaster" – An environmental awareness 3D Unity game (2014)
- Math Game - Mobile learning for 7-8 yrs. old (2017)
- Enchanted Crystals digital game (2018)
- EGGS - Child Obesity digital game of an Erasmus+ project (under dev.)

Elearning platforms

- Development and support of distance learning platform of PLATON schools (<https://platon.edu.gr/elearn/>)
- Development and support of e-learning platform of the "Student Talent Bank" - Erasmus+ project (<http://www.talentbankproject.eu/index.php?lang=en>)
- Development and support of e-learning platform of the "DIGIT" - Erasmus+ project (<https://digitproject.eu/elearn/>)

European projects



Games for basic skills teaching

ERASMUS+

ACTIVE Job Coach

Take Action

FIESTA

CAREM

KAREL

NON-FOR-LESS

Sinbad

FLIPPED CLASSROOM

GAME CHANGERS

WE ARE THE WORLD WE ARE THE CHILDREN

CLIL BILINGUAL EDUCATION A STEP AHEAD

2014-2020 Erasmus+

talent bank

ΕΥΡΩΠΑΪΚΑ ΠΡΟΓΡΑΜΜΑΤΑ

ΕΚΠΑΙΔΕΥΤΗΡΙΑ ΠΛΑΤΩΝ

DIGIT

ESF

GAME ON

SCIENCE GIRLS

Erasmus+

comenius

Education and Culture

Socrates Comenius

Youth

Motiva Developing Digital Entrepreneurship Contents for Secondary Schools

MWPE+

anemelo

School of Tomorrow

EURO VOTERS

SiLab

2 Play Learn

</>

critical Science Detectives

SPACE GUARDIANS

eggs

Young Europeans

capacities Building for Preschools

Co-funded by the Erasmus+ Programme of the European Union

Our project team



Ioannis Papadopoulos



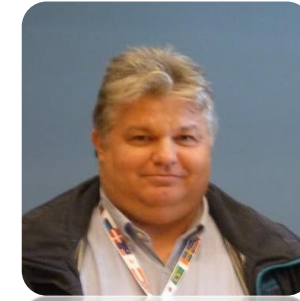
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