



# COM n PLAY SCIENCE

## PROJECT FACT SHEET

### Acronym

COMnPLAY SCIENCE

### Full Title

Learning science the fun and creative way: coding, making, and play as vehicles for informal science learning in the 21st century

### Programme / Pillar / Topic

Horizon 2020 / Science with and for Society / Science education outside the classroom

### Type of Action

Research and Innovation action

### Grant Agreement

No 787476

### Duration

36 months (1/6/2018 – 31/5/2021)

### Grant Amount

€ 3,097,715.00

### Overview

The project aims to help Europe better understand the new ways in which informal science learning is taking place through various coding, making, and play activities that young Europeans (children, adolescents and young adults) are nowadays increasingly engaged with, outside school and higher education science classrooms, beyond the formal boundaries of science education.

The project's main objectives are to:

- a. Develop an appropriate conceptual and methodological framework integrating all aspects of the project into a unifying conceptual map.

- b. Setup a European-wide community of stakeholders, including learners, educators, facilitators and policy makers from diverse fields, to contribute, guide and help assessing the conducted research.
- c. Identify, pool and analyse diverse existing coding, making and play-based practices taking place outside formal science classrooms which bear some promise for informal science learning.
- d. Conduct in-depth learner-centred participatory empirical research on selected practices.
- e. Gain a deep understanding of the impact that this kind of informal science learning has on formal science education, traditional informal science learning interventions, young people as learners and citizens, as well as, on society.
- f. Communicate and disseminate the messages and outcomes of the project widely, and enable the exploitation of the findings of the research through the development of relevant guidance for practitioners and recommendations for policy development and further research.

The main results stemming from the project include:

- An online inventory of all the identified and pooled practices, appropriately categorized and annotated in the light of the findings of the research, available to stakeholders and the public.
- A set of community building methods and tools for everyone wishing to get involved in community building linked to the project.
- A Web-based game promoting and supporting the continuous prolonged engagement of learners and their facilitators in the field research.
- The COMnPLAY SCIENCE Knowledge Kit, a modular set of reader-friendly, practice-oriented publications, encapsulating the findings of the project.
- The COMnPLAY SCIENCE Roadmap for Europe, a detailed concerted account by the consortium, the stakeholder communities and policy makers of the potential for short-, medium- and long-term impact of coding, making and play-based informal science learning.
- Numerous public events (workshops, training seminars, conferences, contests, fairs), often combined with training activities (winter and summer schools).

### Project Coordinator

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### Consortium Members



Norwegian University of  
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University of Malta, Malta



King's College London, UK



University of Oulu, Finland



Uppsala University, Sweden



Design for Change initiative,  
Spain



Science Museum Group, UK



Foundation for Research  
and Technology – Hellas,  
Greece



Technical University of  
Munich, Germany



ovos media GmbH, Austria

## Web & Social media

Web Site: <http://comnplayscience.eu>

Facebook: <https://fb.me/ComNPlayScience>

YouTube: <https://bit.ly/2Hq5FsK>

Twitter: @comnplayscience

ResearchGate: <https://www.researchgate.net/project/CoM-n-Play-Science>