



## Educational event: Bioeconomy games at schools, in work teams, and with friends

### Kopsavilkums

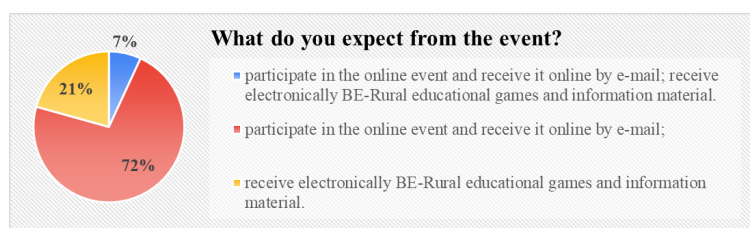
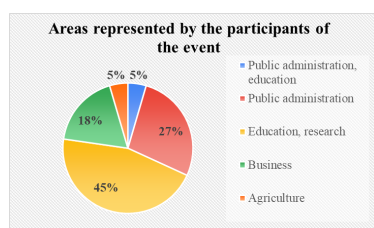
Datums	Monday, 22. February 2021 (14:00 – 16:00)
Place	An online event on the ZOOM platform
Purpose of the event	To introduce the participants of the event “Vidzeme Innovation Week” organized by Vidzeme Planning Region (VPR) with the Be-Rural project, the concept of bioeconomy, and the educational materials created by the project

**Summary:** In the event “Vidzeme Innovation Week” we gave a presentation about the Be-Rural project and the created educational materials on bioeconomy. The program of the event below.

#### AGENDA [detailed agenda](#)

14:00 - 14:20	What is BE-Rural and its Activities
14:20 - 14:30	Overview of Information Resources Prepared by BE-Rural
14:30 - 15:00	Overview of Games and Activities Prepared by BE-Rural
15:00 - 15:30	Demo Trials of Latvianized Games and Activities: Playing Online in Smaller Groups
15:30 - 16:00	Assessment of Games in English and Adapted Games: Recommendations for their Improvement
16:00 - 16:05	Closing Remarks and Call for Further Cooperation

The event was attended by 22 participants representing various fields of activity, such as public administration, education, and research, business sector, agricultural sector. During registration, a question was asked, what the participants to get from the event. The answers are summarized below.

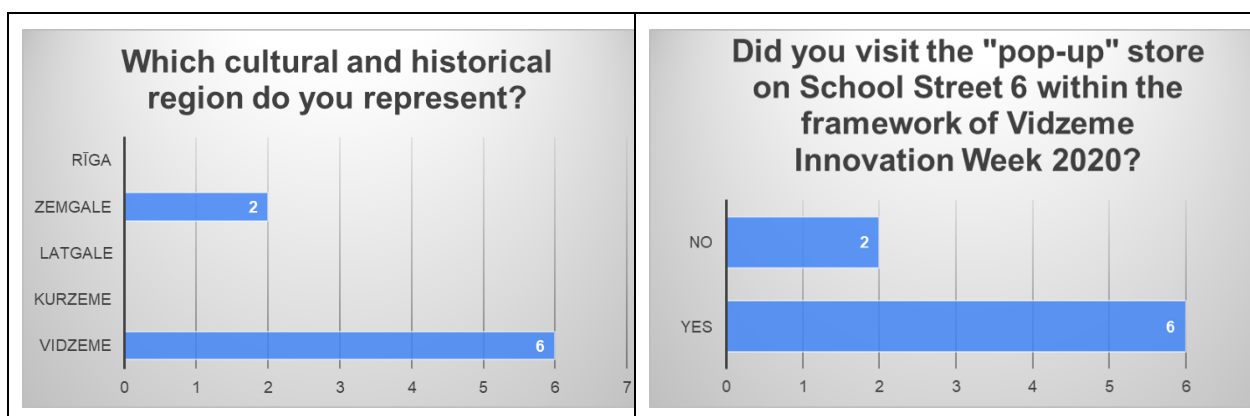


In the beginning, the project manager introduced participants to the Be-Rural project and the concept of bioeconomy. Participants were briefed on the project activities, with an emphasis on public involvement in bioeconomy activities, the development of bioeconomy strategies and roadmaps in European regions, small business models and market research, bioeconomy opportunities, innovative and natural resource development business models, new knowledge, and good practices identifying, creating and disseminating examples, and promoting knowledge and understanding of the bioeconomy. The participants of the event were introduced to the Be-Rural bioeconomy handbook and available publicity materials, that were presented during the meeting and showed where they can be found and how to use them.

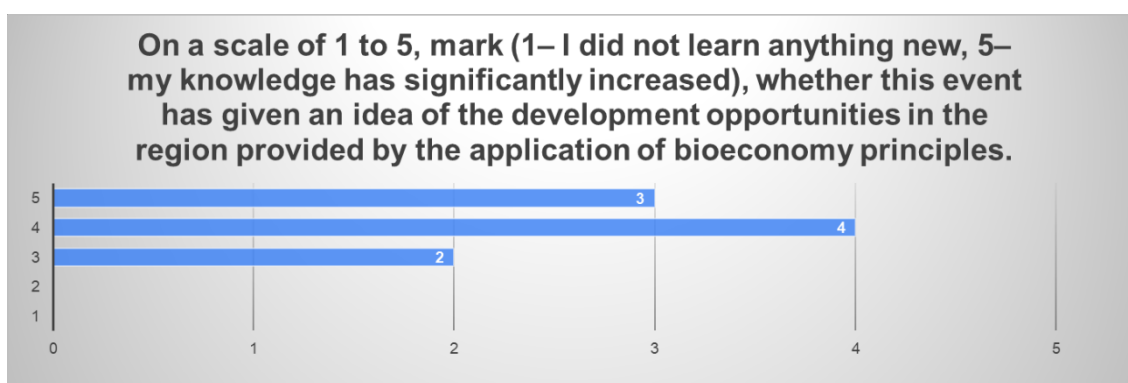
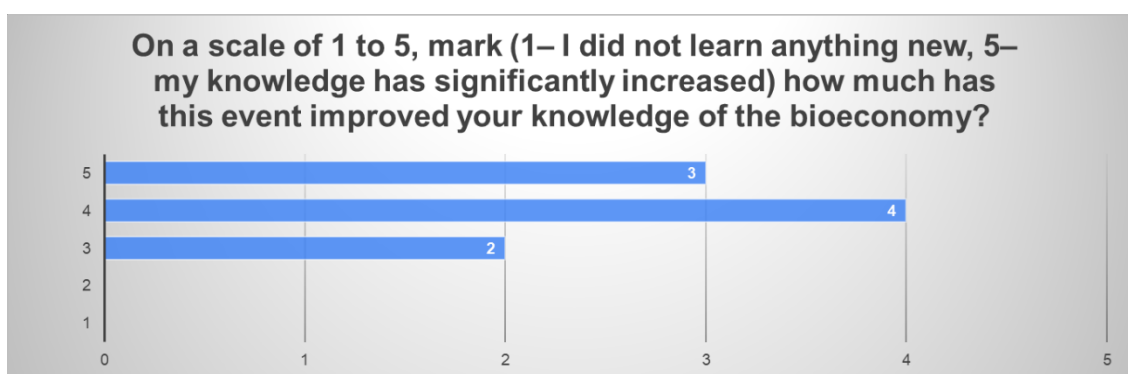
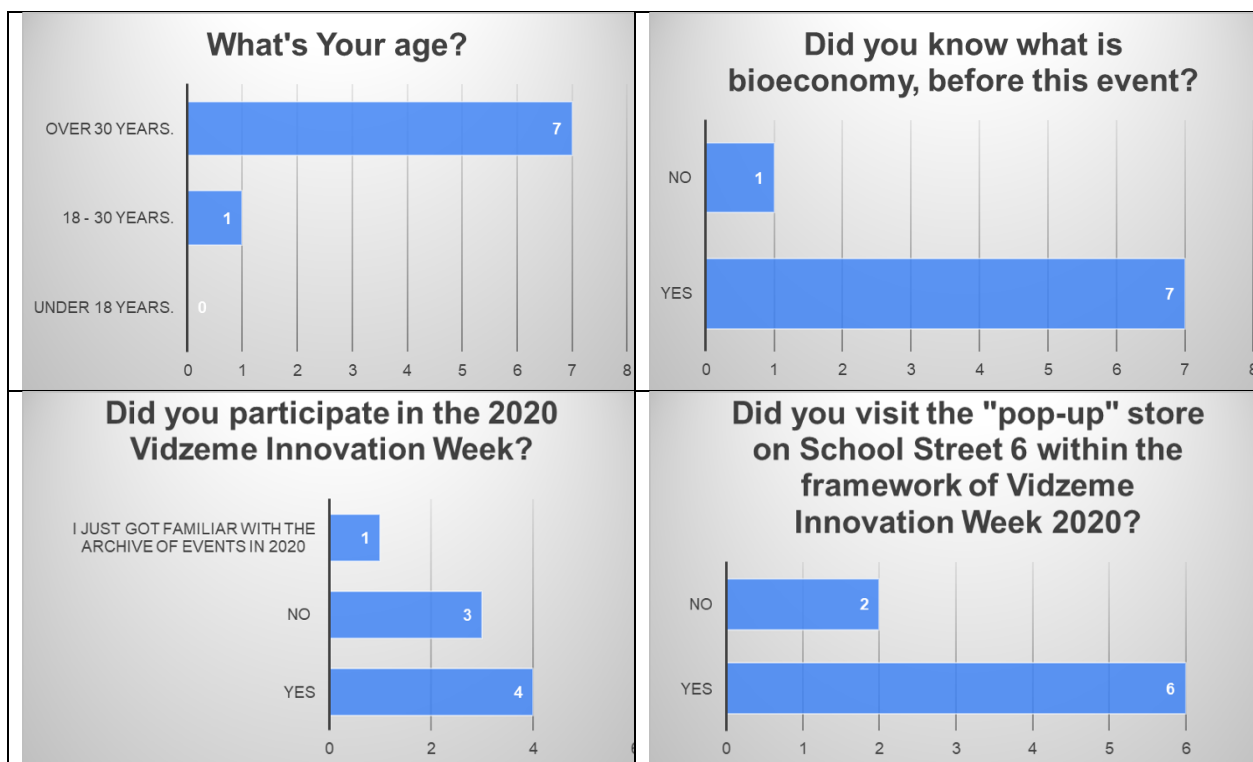
Following the event, the participants were introduced to the educational materials developed within the project. The following educational materials arranged in Powerpoint presentations were described in more detail:

- Introduction to the bioeconomy (Annex No. VI);
- Bioeconomy and key principles of sustainability (Annex No. VII);
- Bioeconomy and IAM (and their respective objectives) (Annex VIII);
- Bioeconomy and Circular Economics (Annex No. IX);
- Bioeconomy in the agricultural sector (Annex No. X);
- Bioeconomy in the forestry sector (Annex No. XI);
- Bioeconomy in the fisheries sector (Annex No. XII);
- Bioeconomics in the cosmetics/ pharmaceuticals, essential oils and herbs sector (Annex XIII).

The participants of the event were introduced to 100 free online educational resources, which include both educational materials and games. Some of the games were shown to the audience, such as the online tool "Mentimeter", a bioeconomy-related word search game, the business game "Business Match", "Bioeconomy Match" and "IAM Link". The event concluded with a discussion with participants about teaching bioeconomy in schools, available educational materials and opportunities to include bioeconomy games in the school curriculum. At the end of the event, participants were asked to fill in online questionnaires about the event, where 8 responses were received. Answers below.



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To the question: "Which sections of the BE-Rural info event seemed interesting, but which seem less successful?" 6 replies were received:

- Interesting game ideas, I would love to try.
- Very good and good that materials are available in Latvian.
- Products made from other, apparent waste, such as dishes, glasses, spoons, etc., seemed interesting.
- I liked the presentation.
- Depending on interests - I am interested in interactive materials.
- Innovative solutions and products of various products seemed interesting.

To the question: "What did you find most interesting? What lessons did you learn? " 7 responses were received:

- 100 bioeconomy resources.
- Valuable games on a valuable topic.
- Games.
- Games.
- I want to know more about the bioeconomy.
- I gained knowledge about the use of games in the context of sustainable development.
- Games that can be used in different audiences.

To the question: "Which teaching materials were difficult to understand?" 4 replies were received:

- I'll take a closer look in the evening.
- Everything is okay.
- I think I understood everything.
- Currently difficult to understand.

To the question: "Which study materials did you find the most interesting and useful?" 4 replies were received:

- I'll take a closer look in the evening.
- Games that can be printed by everyone.
- Games.
- Definitely for me - games.

To the question: "Which study materials did you find useless, uninteresting?" 5 responses were received:

- I did not see.
- I haven't looked at everyone.
- None.
- It is always useful to learn something new.
- I'm not familiar, I can't judge.



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Participant list		
Nr.	Name, Surname	Stakeholder group
1	Anda Andrušaite	Public administration, education
2	Daiga Ramata	Education, research
3	Daira Harevica	Public administration
4	Elīna Grāvelsiņa	Education, research
5	Ieva Freimane-Mihailova	Education, research
6	Ilona Kalniņa	Public administration
7	Ilona Tauniņa	Public administration
8	Inese Bērziņa	Public administration
9	Ingūna Gulbe	Education, research
10	Inta Konstante- Zakīte	Business
11	Jolanta Kraukle	Public administration
12	Karīna Bērziņa	Public administration
13	Kristīne Auziņa	Education, research
14	Lāsma Ivanova	Education, research
15	Lelde Uzkure	Business
16	Lelde Vīnkalna	Business
17	Līga Radiņa	Education, research
18	Līga Riekstiņa	Business
19	Oskars Balodis	Agriculture sector
20	Paulīna Sukaruka	Education, research
21	Rita Birziņa	Education, research
22	Sanita Ungura	Education, research



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