

## Science with and for Society – Project Partner Search Form

- ☒ I offer my expertise to participate as a Partner in a Project
- ☐ I am planning to coordinate a project and I am looking for Project Partners

Calls	Topics
<input checked="" type="checkbox"/> H2020 – SEAC – 2014/15	<input checked="" type="checkbox"/> SEAC.1.2015 – Innovative ways to make science education and scientific careers attractive to young people <input type="checkbox"/> SEAC.4.2015 – EURAXESS outreach to Industry
<input checked="" type="checkbox"/> H2020 – GERI – 2014/15	<input checked="" type="checkbox"/> GERI.3.2015 – Evaluation of initiatives to promote gender equality in research policy and research organisations <input type="checkbox"/> GERI.4.2015 – Support to research organisations to implement gender equality plans
<input checked="" type="checkbox"/> H2020 – ISSI – 2014/15	<input checked="" type="checkbox"/> ISSI.1.2014.2015 – Pan-European public outreach: exhibitions and science cafes engaging citizens in science <input type="checkbox"/> ISSI.3-2015 – Knowledge Sharing Platform <input type="checkbox"/> ISSI.4.2015 – On-line mechanisms for knowledge-based policy advice <input type="checkbox"/> ISSI.5.2015 – Supporting structural change in research organisations to promote Responsible Research and Innovation
<input type="checkbox"/> H2020 – GARRI – 2014/15	<input type="checkbox"/> GARRI.2.2015 – Responsible Research and Innovation in industrial context <input type="checkbox"/> GARRI.4.2015 – Innovative approach to release and disseminate research results and measure their impact <input type="checkbox"/> GARRI.9.2015 – Estimating the costs of research misconduct and the socio-economic benefit of research integrity <input type="checkbox"/> GARRI.10.2015 – European Ethics and Research Integrity Network

### 1) PROJECT INFORMATION

**Field of expertise related to the topic:** Technology assessment, socio-technical integration research, science, mathematics and technology studies, Integration of digital media & technologies into learning, Educational robotics, Didactic and pedagogical design, Identities.

**Potential contribution to the project:**

**Role in the project:**

- ☒ Research
 ☒ Dissemination
 ☐ Other
- ☒ Training
 ☐ Technology Development

Project idea:

Project description:

Already experience as a Coordinator: ☐ yes ☐ no

As a Partner: <input checked="" type="checkbox"/> yes <input type="checkbox"/> no
If "yes", which project: Various National projects
Other partners in consortium already identified (with countries):

2) TARGET COORDINATOR / PARTNER SOUGHT	
<b>Organisation details:</b>	
<input checked="" type="checkbox"/> Higher education / university	<input type="checkbox"/> Industry / SME
<input checked="" type="checkbox"/> Research institution	<input type="checkbox"/> Other
<input type="checkbox"/> NGO	Please specify:
<input type="checkbox"/> Education	
<b>We are looking for following Expertise / Competencies:</b>	

3) CONTACT DETAILS
Contact Person:
Name: Professor Anna Chronaki
<input checked="" type="checkbox"/> Ms <input type="checkbox"/> Mr
Organisation: University of Thessaly, LTME Lab
Address: Argonafton & Filellinon
Postal code: 38221
City: Volos
Country: Greece
Phone:
Email: chronaki@uth.gr
Organisation web address: <a href="http://83.212.201.83:8080/ltme/en/about">http://83.212.201.83:8080/ltme/en/about</a>
Short profile of the Organisation: The LTME Lab belongs to the Department of Early Childhood Education at the University of Thessaly and is part of the STeaM Lab: Science, Technology and Mathematics research laboratory, whilst, at the same time, cooperates with the Museum EduLab: Museum Education and Research Laboratory. The LTME Lab aims to accommodate the research and educative needs of students and teachers through specifically organized programs of research, lifelong learning and knowledge distribution at the public at large. Research focuses on the ways contemporary technologies support learning, teaching and research that is related to mathematics education and technology use in formal and informal settings. Emphasis is put on the design and inclusion of contemporary digital media and technologies into learning and playful experiences and on the performance of identities (gender, culture, race) in virtual and in virtual/physical worlds. The LTME Lab also researches the didactic and pedagogical design of learning activity and places emphasis on the social study of the potential relations amongst human and non-human participants such as activity structure, materials, mathematics and technologies.

**Date:** 11.07.2015

**The offer is valid until:**



---

I agree with publication of my contact data on "Science with and for Society" network website

☒ YES    ☐ NO

**PLEASE FILL THE FORM AND RETURN IT TO YOUR HORIZON 2020 NATIONAL CONTACT POINT FOR SCIENCE WITH AND FOR SOCIETY.**



Horizon 2020