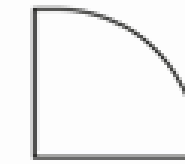


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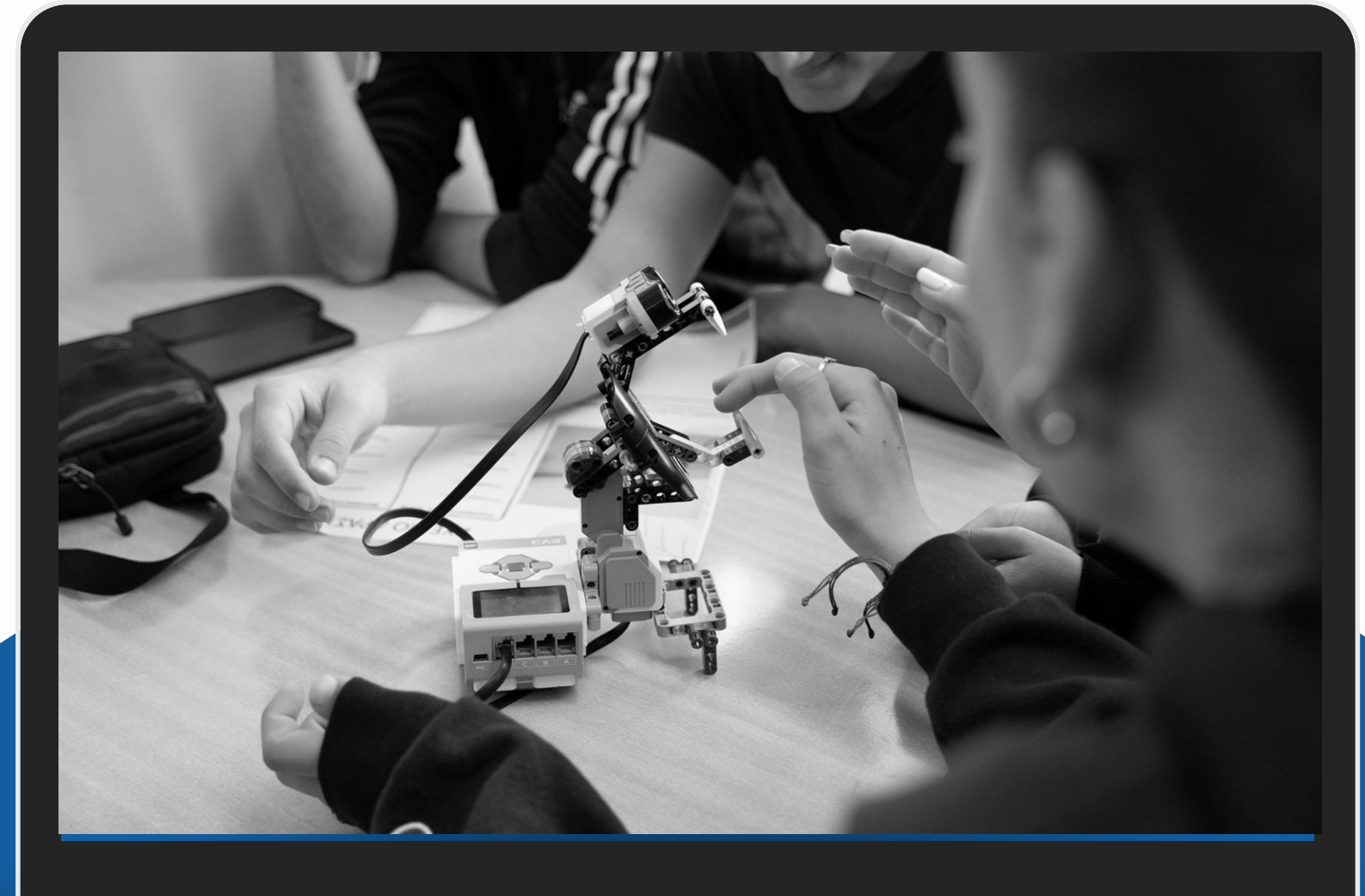


**EdMedia**

# Lionfish E+

**Dr Andri Ioannou, Eirini Christou, Dr Sonia Andreou**

Grant number: 2023 - 2024, KA210-SCH-2023-004| small-scale partnership in school education



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

# Lionfish E+ Motivation

Bringing together experts in documentaries from Fox Media Documentaries, learning scientists from EdMedia@CYENS in collaboration with local environmental centers and schools, aiming to engage pupils (middle to early high school, 12–16 years old) into playing an active role in reacting to climate change.



**Andri Ioannou, PhD**  
Associate Professor CUT

Research Interests:  
Educational Technology,  
Technology Enhanced Learning,  
Learning Design



**Sonia Andreou, PhD**  
Research Associate

Research Interests:  
Graphic and Multimedia Design; User  
Experience Design & Research; Visual  
Communication; Learning Experience  
Design



**Eirini Christou, MA**  
Research Assistant

Research Interests:  
Technology and education,  
emerging technologies, gender  
equality



**Stephanie Papalla, MA**  
Research Assistant

Research Interests:  
Architecture and Design, Urban  
Design, Design Thinking,  
Digital Communication,  
Educational Technology.



**Aikaterini Mavri, PhD**  
Teaching Staff CUT

Research Interests:  
Social/situated Learning,  
Technology Enhanced Learning,  
Communities of Practice, HCI,  
User Experience Research &  
Design



**Antigoni Parmaxi, PhD**  
Teaching Staff CUT

Research Interests:  
Computer assisted language learning,  
participatory design methodology in  
language learning, intercultural education,  
curriculum development and lifelong  
learning.



**Stella Timotheou, PhD**  
Research Associate

Research Interests:  
Maker education, STEAM  
education, Design based research,  
digital transformation



The EdMedia Group of CYENS is an extension of the Cyprus Interaction Lab of the Cyprus University of Technology, since 2017

Cyprus Interaction Lab, first Human Computer Interaction and Learning Technology lab in Cyprus, since 2011

# Our approach and philosophy ...

01

VR technologies as empathetic machines

02

Design thinking & visual thinking techniques

03

STEM/STEAM (STEM+)

04

Problem/Project based learning (PBL)





Fox media<sup>®</sup>



# Major Phases

## Phase 1:

### LIONFISH 360VR film production:

What's behind the lionfish invasion in the Mediterranean sea? Immersed in the **360VR film**, the students are transported to a climate hotspot, a coast in Cyprus, where the new region's lionfish species is spreading out, putting in danger the local ecosystem and the fishermen's craftsmanship.

# LIONFISH



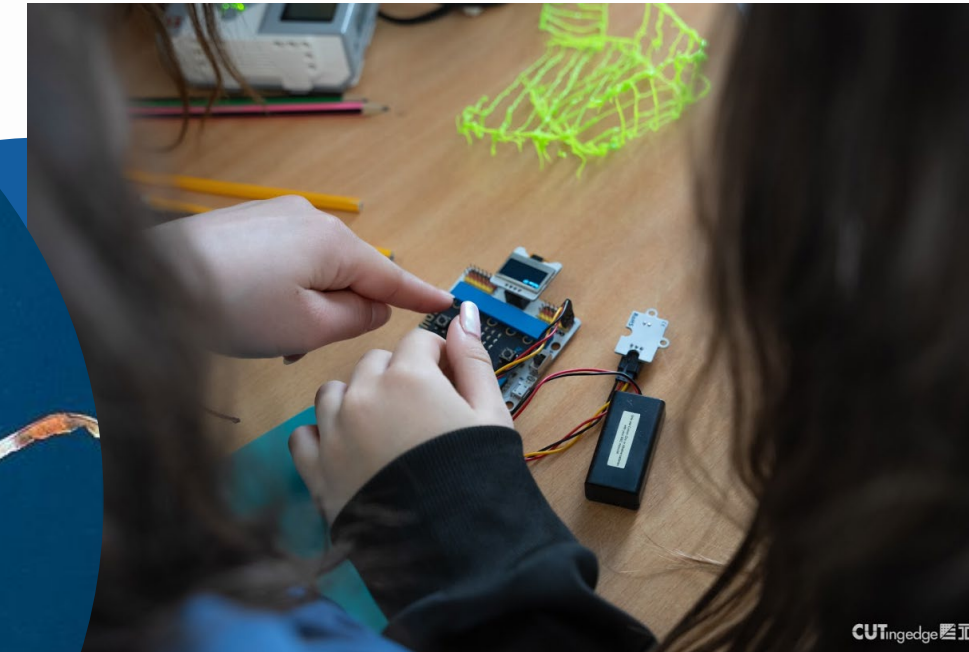
A Teaching and Learning Manual  
for Secondary Education  
on Battling the Invasion in the  
Mediterranean



# Major Phases

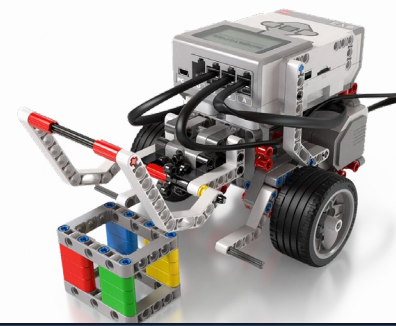
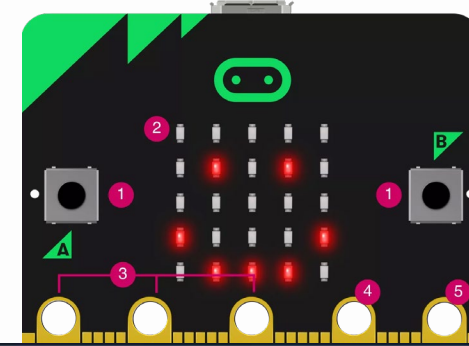
## Phase 2:

- **Teaching and Learning Manual and Pilots:**  
Via a STEM/STEAM transdisciplinary practice and visual thinking canvases, students explore local challenges related to climate change and sustainability.  
Learners' and teachers' experiences from pilot studies at a local environmental center.





# LIONFISH Pilots



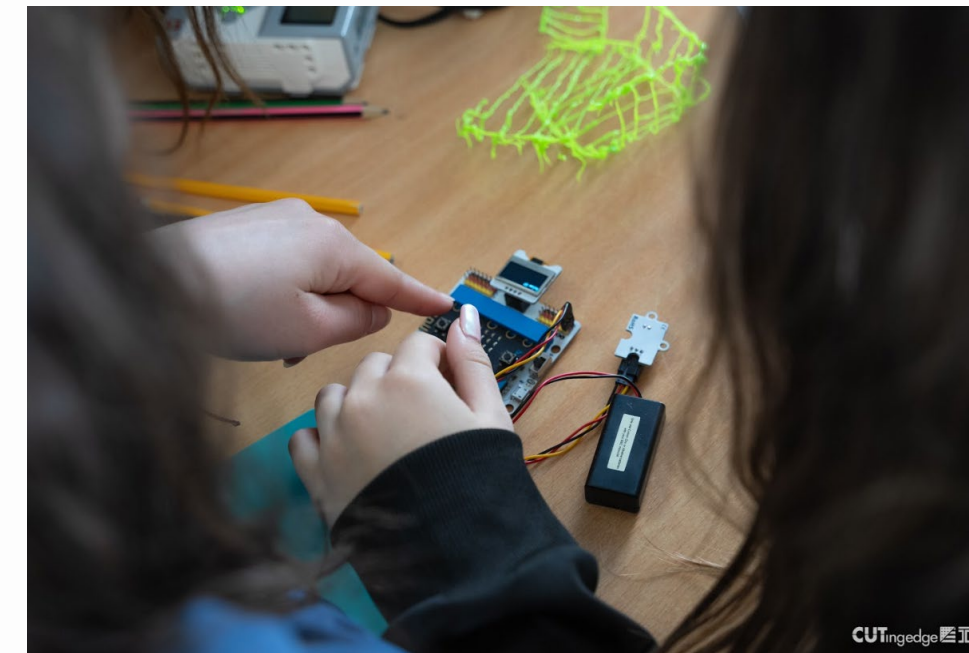
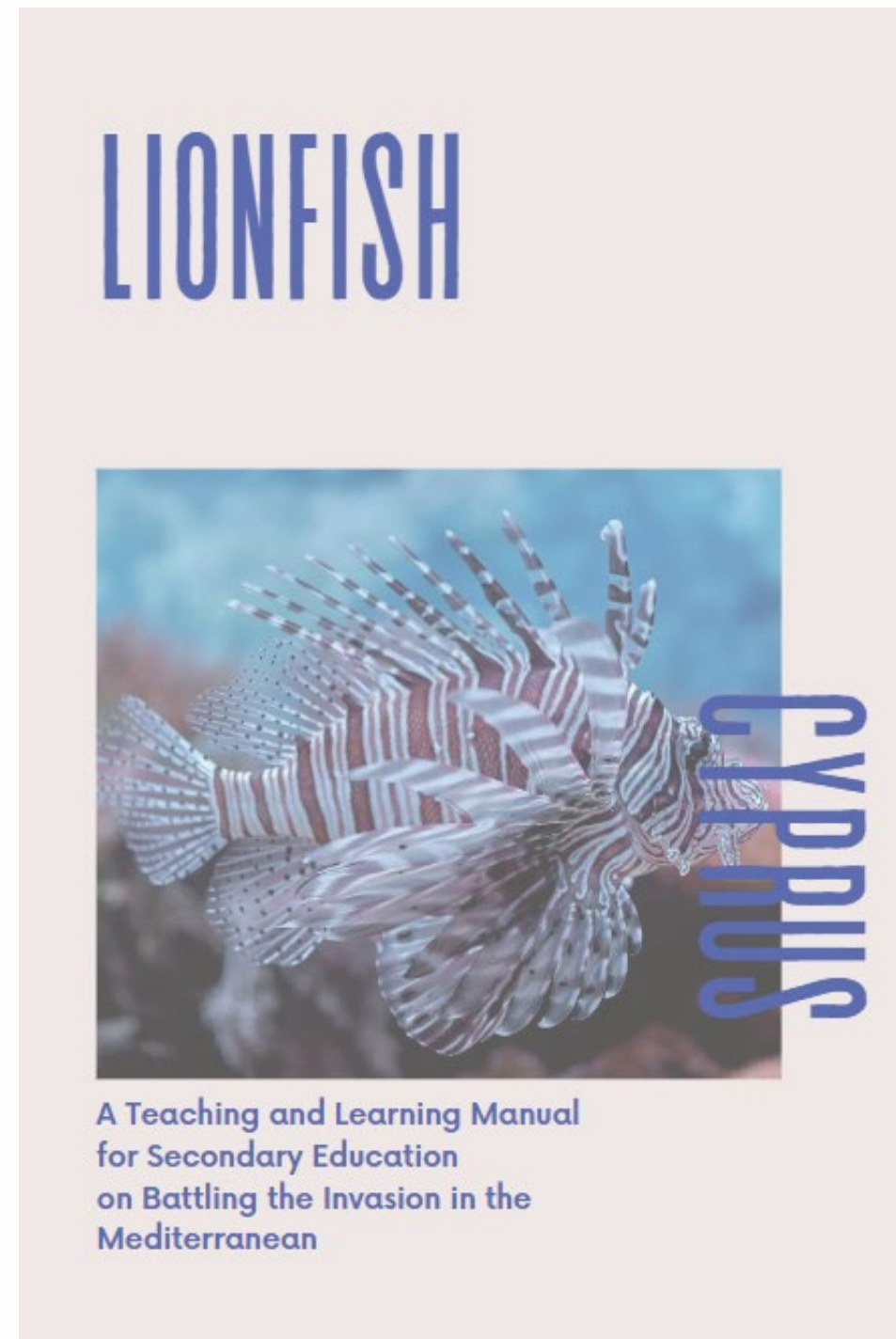


# Teaching & Learning Manual

presented by Eirini Christou

# Pilots & Evaluation

presented by Sonia Andreou





# THANK YOU!



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