Socrates
Minerva
Promotion of Open and Distance Learning – Information and Communication Technologies in the Field of Education
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Web-based tools for evaluating oral language skills with reference to the Common European Framework

DESCRIPTION:
Developing and emphasizing oral skills in foreign language learning in line with the Common European Framework of Reference for Language (CEF) seems to be the general trend in the whole of Europe. WebCEF will allow teaching staff to jointly evaluate the oral skills and proficiency of their pupils through a web-based environment. The main objectives of the project will be to bring teaching staff across Europe together, to provide them with a community where their assessments can be validated by their colleagues and to provide them and their pupils with tools to provide and share annotated video and audio materials on the internet. The main activities in WebCEF will be the development of a didactic model, the collection and joint analysis of oral proficiency samples supported by new and easily accessible technologies and the creation and maintenance of a European community-of-practice of teaching staff and pupils. The outputs include the didactic model and a mindbook (manual) integrated in an EPSS (Electronic Performance Support System), an oral proficiency-specific database of validated and annotated video and audio samples, a pro-active community-of-practice geared towards European language teachers, teacher educators and teacher trainees, and a pedagogically-justified rationale for future foreign language education assessment.

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GRANT AMOUNT: 381356 €
APPROVED BUDGET: 508478 €
CONTRACT DURATION: 36 (in months)
VM-BASE Virtual Mobility Before and After Student Exchanges

**DESCRIPTION:** VM-BASE aims to enhance the impact and efficiency of the Erasmus programme through the set-up of and support for a full-fledged 'blended' Erasmus action
- as a complement to the existing Erasmus exchange programmes in which virtual Erasmus can be used to prepare and follow-up the physical mobility;
- to support teachers in coaching at a distance (e-coaching) for both preparatory and return initiatives in blended format;
- to consider the local, regional, national and European considerations of such 'blended mobility' actions.

Main target groups are the (Erasmus) students and teachers, but also policy makers, (networks of) higher education institutions, student representative bodies (at European, national, regional and local level) will be addressed. Outputs include:
- Orientation guidelines for students to select a host institution for their physical Erasmus exchange program;
- Codes of good practice in designing pre-selection tests for students to assess themselves in how far they are prepared for the studies at the host institute of their choice;
- Blue print for preliminary courses (e.g. on language, culture, digital literacy) for students preparing for a physical Erasmus exchange;
- Guidelines on assessment and evaluation tools to facilitate examination at the end or even after physical Erasmus exchanges;
- A study on a Virtual Alumni Association for Erasmus students;
- A manual on 'good practices in e-coaching with models, tools and systems, looked upon from three different angles: technology-media, organisation-logistics, and pedagogy-didactics;
- A manual with validated procedures and recommendations for blended mobility activities at institutional, network (local/transnational) and European level.

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**GRANT AMOUNT:** 310626 €

**APPROVED BUDGET:** 415956 €

**CONTRACT DURATION:** 24 (in months)
QuADEM - QUALITY ASSESSMENT OF DIGITAL EDUCATIONAL MATERIALS ABOUT PROFESSIONAL WRITING SKILLS

DESCRIPTION:
The objective of this project is to develop a method for Quality Assessment of Digital Educational Materials (QuADEM) in the area of professional and academic writing skills. The concept of the Quality Method integrates various quality assessment perspectives, methods, tools and materials.

The project fills a clear void: many European institutions have been designing and developing digital educational materials that do not fully explore the possibilities of the online environment, e.g. by copying 'for paper' materials into an online environment.

The project will result in a Quality Method for educational materials leading to a 'quality label', by allowing effective and efficient evaluation of digital learning modules. To facilitate its application, the Quality Method will be supported by a book and a web-based administration tool.

The main beneficiaries of this project are students (undergraduate, graduate & postgraduate) and instructors who develop (modular) teaching materials for written communication. Although we focus on business, technical and academic writing, by developing a generic Quality Method, we expect it can also be transferred to other domains of online learning outside writing.

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GRANT AMOUNT: 323461 €
APPROVED BUDGET: 518559 €
CONTRACT DURATION: 36 (in months)
DESCRIPTION: The European Union's Commission has developed the eLearning programme, which asks all people working in educational spheres to utilise the opportunities of information and communication technology for support of learning and teaching. As we are a vocational college, we want to play an active role in this process and want to use web-based-learning as an important milestone in the development of new teaching alongside classroom teaching. The technological conditions for the introduction of eLearning have already been fulfilled, as Internet learning platforms were developed in the course of EU backed projects, which can be used free of charge by all partners joining the project.

The target group of the project is all young people in further education working at fairs who are attending vocational courses.

The main aims, activities and outputs are:

- To determine the foundations of education found in the areas of didactics and learning and build thereon a concept for web-based-learning as an interactive material.
- To develop and try a structure of open education led by teletutors and accompanied by phases of being at school (blended learning).
- Development of an ubiquitous system of learning bases in the respective partner countries (e.g. at institutes for vocational training) as a center for travelling young people to support them while they are working with their interactive material during the travelling period.
- Testing of a system of "moving learning bases", which means that internetmobiles are provided for young people to work with their interactive material.

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GRANT AMOUNT: 198175 €
APPROVED BUDGET: 275185 €
CONTRACT DURATION: 24 (in months)
CHILDREN DESIGNING TANGIBLE AND WEARABLE COMPUTING FOR PLAYFUL EDUCATIONAL PURPOSES

DESCRIPTION: Understanding ICT and being able to use them competently and confidently, and possibly to actively shape their development are competences that are crucial for societal participation in the information society. Structural barriers and mechanisms of marginalisation as well as high cost of educational ICT materials inhibit the development of such competencies. The EduWear Project aims at contributing to the reduction of inhibiting factors by employing an approach rooted both in education and in ICT development. An educational low-cost construction kit for wearable and tangible interfaces - particularly smart textiles - will be developed. These new interfaces open up opportunities for haptic, tactile and aesthetic experiences, thus a wider range of learner types can be included. Thematic concepts for courses, workshops (both as part of school offers and as free-time activities - formal and informal learning settings) will be developed, implemented and evaluated, also focussing on issues of marginalisation. A web-based virtual laboratory will be established and used as a platform for the collaborative development of the construction kit and for cross-national and project-wide communication, exchange and dissemination. One of the main objectives of the project is to foster the experience that one's environment can be shaped and influenced - and how.

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GRANT AMOUNT: 285000 €
APPROVED BUDGET: 380000 €
CONTRACT DURATION: 24 (in months)
Paedimed - Pädagogische Kompetenz im Gesundheitswesen, Medizinische Kompetenz in der Pädagogik

DESCRIPTION:
As a result of sectoral restriction to the medical profession, it has not to date been possible for health pedagogy to become established as an independent discipline. Against this background, the project – geared towards a salutogenetic health concept – takes an interdisciplinary health pedagogy approach. Its objectives are to develop, implement and evaluate a blended learning scenario (class-based learning in combination with e-learning) on the subject complexes of 'Skin' and 'Sexually Transmitted Diseases' (STDs). The direct target groups are teams from healthcare providers and teachers at four vocational training and general education schools in Germany, Italy and Romania; the indirect target groups are formed by pupils in one class in each of the schools who for their part perform a multiplier function within the scope of peer education or their professional activity (setting: medical practice, hospital).

The main activities are compiling content material, adapting it for didactic purposes and transferring it to the technical medium, implementation at three locations and formative and summative evaluation of the programme. The expected outcomes are the formation of interdisciplinary teams, the innovative adaptation of content material relating to health for didactic purposes, the transfer of this material to the technical medium and evidence regarding the quality and effectiveness of the learning scenarios developed.

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GRANT AMOUNT: 330000 €
APPROVED BUDGET: 450244 €
CONTRACT DURATION: 24 (in months)
Alpha-Beta - Neue Methoden zum Umgang mit Analphabeten in der Erwachsenenbildung

DESCRIPTION: The objective of the ‘Alpha-Beta’ project is to develop innovative materials for dealing with illiterate people in adult education. The intention is to focus not on teaching literacy but on alternative forms of learning in order to fulfill the needs of the learner.

The number of illiterate people in the Member States of the European Union has increased considerably in recent years. For many illiterate people, particularly older illiterate people, literacy courses have failed, or they are not interested in learning to read and write because they have already had too many negative experiences in this area. The project is intended to help instructors and teachers who work with illiterate adults to change their way of thinking and to apply new methods when communicating knowledge to this target group. To this end, the project is developing didactic methods beyond literacy courses which will introduce illiterate people to forms of learning supported by modern technology and which use mobile communications devices (e.g. mobile telephones) for which no written knowledge, i.e. no knowledge of reading, is required. The contents of the teaching material (in accordance with the resolutions of the Lisbon European Council of March 2000) are as follows: social competence, key competences for boosting self-confidence, building up traditions of lifelong learning and imparting social, political and economic knowledge to the selected target groups. The teaching method uses verbal and pictorial methods of imparting knowledge.

The project relates to the subject matter of priority 2 of the current Socrates/Minerva call to design, develop and test new methods and pedagogical resources. These methods and resources are geared towards the needs of the target group and the as yet unsatisfied learning desires of illiterate people and people who have difficulty reading and writing.

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GRANT AMOUNT: 280000 €
APPROVED BUDGET: 400000 €
CONTRACT DURATION: 24 (in months)
EDULINUX: Free and Open Source Server Based on Linux for Multi-Media-Classrooms in Schools and Universities

DESCRIPTION: EduLinux is going to investigate the possibilities offered by distance learning in different learning groups, such as secondary education pupils, university students, adult learners and workers in enterprises. To achieve this aim, the project will be developed in parallel in two actions. Technically, with the development of a Free and Open Source Server based on Linux, which is going to offer a lot of advantages (user friendly environment, flexibility, free and open source, possibility of extension or modification) and pedagogically, with the creation of the necessary didactical approaches for the implementation, taking into account the special needs of these learning groups. The partnership which includes a wide range of institutions will facilitate the application of the activities in the above mentioned learning groups.

The main activities of this project are:

i) Design of strategies. Improvement of institutions' infrastructure in order to face the needs of the work. Training of the participating staff;

ii) Development of tools, by the leading global provider of free Linux software (Canonical) and the pedagogical approaches by the higher education institutions;

iii) Implementation for different learning groups and based on many didactical methods (Synchronous, Asynchronous and Project work);

iv) Evaluation of all aspects (design-technical-pedagogical-implementation) internally by the partners and externally by experts in the mentioned areas and by participants in dissemination actions (beta testers);

v) Dissemination and sustainability via: website, articles, publications, papers in conferences, workshops during the project meetings;

vi) Review of the whole scheme.

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GRANT AMOUNT: 260211 €

APPROVED BUDGET: 366494 €

CONTRACT DURATION: 36 (in months)
ELDORADO - European Learning Community for Regional Development

**DESCRIPTION:**
The main goal of ELDORADO is to establish a user-friendly European Learning Community for Regional Development responsibles and agents, addressing their main learning needs and aiming at familiarizing them with the use of ICT for learning. The Community is intended to become, not only an approach to support their own learning as a professional community, but also as a high potential instrument to accompany and accelerate regional innovation and socio-economic development programmes/initiatives.

The objectives of ELDORADO are:

- To establish a Continuing Professional Development model (CPD model) for Regional Development Agents (RDA) based on an integrated and contextualised use of ICT for learning;
- To increase awareness and confidence of Regional Development Agents community and related policy makers on the potential of ICT for learning through promoting a direct experience of learning embedded in relevant project work;
- To explore and collect evidence of the potential of ICT for learning to accompany and support regional development initiatives/programmes;
- To validate the model and plan its dissemination and sustainable development, upgrading and updating the model on a basis of a continuing flow of improvement.

ELDORADO mainly addresses the Regional Development Responsibles and Agents which will be supported by means of a collaborative learning approach influencing the level of attention of regional and local policy makers towards the innovative use of ICT to support learning. It will also imply the active involvement of the research community and will aim at influencing the regional and local policy makers.

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**GRANT AMOUNT:** 222899 €

**APPROVED BUDGET:** 297199 €

**CONTRACT DURATION:** 24 (in months)
EUROPEAN RESOURCES MANAGER OF SCHOOL-CITIES

DESCRIPTION: This project intends to develop a Virtual European Resources Manager that, focusing on the city as a learning environment, links the school with the different local resources, (culture, nature, social organizations, etc.) to encourage a global learning methodology through our cities. The methodological perspective has three premises: To learn from the city, to learn in the city, to learn the city.

9 Cities from 6 different countries will participate and the Municipal Institut of Education of Barcelona will be the promoter. Different kind of educative resources will be collected, classified and systematized, to develop the Resources Manager. They will be adapted to the needs of a platform of this kind with common protocols. This resources manager will be accessible to the public in general. In the validation phase, some private areas will be accessible only for the partners, schools and entities participating in the project. Later, all the areas and resources will be accessible to everybody. They will be made linguistic and technically accessible.

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GRANT AMOUNT: 266889 €
APPROVED BUDGET: 355852 €
CONTRACT DURATION: 24 (in months)
**European Mobility through Virtual Education - EUROMOVE**

**DESCRIPTION:**
The aim of the EUROMOVE project is to pave the way for the introduction of new approaches to virtual mobility in the context of a Master’s type course developed in partnership with four European universities (in the field of materials engineering).

The four universities providing this course are principally concerned to work towards the establishment of a capacity to supplement the existing physical mobility arrangements with additional virtual mobility facilities giving students access to all or part of some of the modules of the proposed curriculum (with an accreditation system based on ECTS credits).

The aim is to examine the various virtual mobility models that could be introduced in the context of training courses developed by all the universities belonging to the partnership. A more general objective when the models have been finalised will be to test their feasibility, initially within the partnership itself, but also outside it with a representative sample of Europe’s higher education establishments.

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**GRANT AMOUNT:**
333515 €

**APPROVED BUDGET:**
471525 €

**CONTRACT DURATION:**
24 (in months)
HCNV - HEALTHCARE:VARSITY

DESCRIPTION: Given the ageing population of Europe, the diversity of social policies and the dearth of facilities for the early diagnosis of degenerative diseases and in particular Alzheimer’s, the HCNV project seeks to satisfy an urgent need by means of an ICT-based approach – namely, the establishment and testing of a collaborative expert site on the disease, with a view to:

- taking stock of the current situation and validating the findings by means of a transnational scientific committee to guarantee ethics and relevance (documentation, tools and methods, educational and training resources, projects, sites, etc.);

- strengthening the system by the construction and testing of an open technological distance-training platform for the relevant staff (members of the medical and non-medical care professions) and to provide information for families and others close to the patient;

- reducing the digital divide between European countries.

The aim is to supply the educational and training resources required to change the conception of the disease among people in all walks of life and to optimise diagnosis and care by means of a sharing of skills, knowledge and practices. The collaborative approach falls within the purview of lifelong learning because of the way the system is constantly enriched by the learning public itself.

HCNV will make recommendations on the deployment of local and regional reception and care facilities.

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GRANT AMOUNT: 274148 €
APPROVED BUDGET: 365531 €
CONTRACT DURATION: 24 (in months)
**Mlearning. The role of mobile learning in European education**

**DESCRIPTION:** Mobile learning is the provision of education and training on PDAs (Personal Digital Assistants), smartphones and mobile phones. In July 2005 Ericsson announced that the number of mobile devices in the world reached 2 billion for the first time. They forecast that there would be 3 billion as early as 2010. This is for a world population of just over 6 billion. The British Broadcasting Corporation on 1 December 2004 announced that in its research of audience characteristics that the 16-24 age group 'regarded a mobile phone as a necessity, not a luxury'. This is precisely the age grouping of the higher and further education market.

The objective of this project is to bring this unprecedented ownership of mobile devices into European education and training. For this reason the first target group is Commission decision makers and decision makers in the 25 EU states to whom the products of the project will be personally sent. Further target groups are the students and institutions in the partner countries, and eventually in the whole 25 countries. The problem is that students use their mobile phones constantly but not yet in their education.

The main activities, which will result in the products of the project, are: development of a policy document on the role of mobile learning, an overview of the role of mobile learning in the 25 states today, listing of achievements of mobile learning, pedagogical aspects of mobile learning, adapting ILT (Instructor Led Training) and e-learning materials to mobile learning, the development, adaptation, teaching and evaluation of mobile learning courseware for real students.

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**GRANT AMOUNT:** 271416 €

**APPROVED BUDGET:** 362866 €

**CONTRACT DURATION:** 24 (in months)
Multiple intelligences instructional design framework for virtual classes

DESCRIPTION: This project proposes to use the well-established theory of multiple intelligences and elevate it into an elearning environment. By applying the MI philosophy to the design of virtual classes, the foundation will be laid for the rigorous application of standards to the medium. Virtual class technology will be harnessed by the MI philosophy so that it can deliver large-scale learner-centred instruction.

The overall objective of this project is to create a MI instructional design framework for virtual classes.

The key outputs will be a validated design framework for virtual classes incorporating the MI philosophy, a series of archived virtual classes and a number of related research papers.

A full development cycle of activities from research to implementation and evaluation will be undertaken by the project team. The MI-elearning axis will be applied in this project to the compelling training need of health and safety training in the construction industry, with particular reference to target audience of people charged with health and safety responsibility on construction sites.

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GRANT AMOUNT: 232000 €
APPROVED BUDGET: 309334 €
CONTRACT DURATION: 24 (in months)
DESCRIPTION: Given key social and educational policies promoting life-long and life-wide learning as a way to foster active citizenship across all ages and social strata and the role that various types of public spaces can play, PUENTE aims at:
- elaborating and validating a model for the design of intergenerational learning activities in public spaces, fostering meaningful social interactions and rewarding learning experiences both for adults and youngsters;
- elaborating and testing the hypothesis of the transferability of this model of informal learning to formal learning settings and to design a methodology to transfer/adapt this model (or some of its components) to formal learning contexts such as primary and secondary schools
- disseminating the project results through a set of publications (leaflets, articles in the specialized and general press, the participation to at least three thematic conference on museums, the project website);
- ensuring the project sustainability beyond Minerva financial support.

The main activities of the project are: fieldwork activities in six public spaces in six European Countries (two museums in BE and ES, two local community areas in UK and IT, one Computer Clubhouse in DK and one Teachers’ Training House in RO), including co-design activities and workshops. The project involves also evaluation, dissemination and sustainability activities, as well as consolidation of results in a set of project outputs.

The main project tangible public outputs will be: case studies report, a booklet describing the enriched model for the design of intergenerational learning activities in public spaces, guidelines for designing ICT-enhanced intergenerational learning scenarios and spaces in museums, computer clubhouses and local community centres, articles in specialized and general press and various dissemination materials.

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GRANT AMOUNT: 353000 €
APPROVED BUDGET: 471153 €
CONTRACT DURATION: 24 (in months)
Robo-Didactics

DESCRIPTION: From the eighties onwards we have witnessed a growing trend in the fall of interest among youngsters towards vocational studies in scientific subjects. At the same time schools systems around the world are in transition towards 21st century education. Project Robo-Didactics responds to both of these challenges through a multi-stakeholder approach aimed at creating a European methodology for introducing robotics in didactics in order to advance teaching and learning processes of scientific and ICT-oriented subjects which are today critical for equipping young generations of students with relevant skills for the job market. The project follows a holistic innovation-didactic framework that guides the development, introduction and implementation of the Robo-didactics methodology, applying best-practice principles such as user-involvement, governance alignment, technological alignment and real-time evaluation and validation. The project runs state-of-the-art studies, local pilots and international event involving schools, teachers, students, educational authorities and suppliers of robotics expertise. The final product of the project is the Robo-Didactics Methodology integrating results from the pilots, real-time evaluation, International Panel of Experts, etc. and including User-support Manual with activities and exercises. The project conducts extensive offline and online dissemination of information, activities and results.

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GRANT AMOUNT: 299300 €
APPROVED BUDGET: 401889 €
CONTRACT DURATION: 24 (in months)
The project seeks to enhance the understanding and dissemination of ICTs by identifying conditions favourable to the success of distance learning / distance training in terms of good practice for ICT-using teachers and trainers, of knowledge formation for users and of dissemination.

Objectives:
1. identification of effective online training procedures (with due attention to the role of the e-tutor);
2. identification of guidelines for planning, implementing and using distance learning courses based on effective interaction;
3. identification of tools (IT and non-IT) favouring effective operational procedures.

Target groups: Course trainees (action research) and e-learning and distance learning trainers and planners.

Products:
1. Two reports (comparative analysis of most significant experience; guidelines and good practices to be followed);
2. Preparation of prototype tools for distance learning;
3. Dissemination seminar;
4. Information website.

Outcomes:
- Short-term: Improved knowledge and understanding of the forms of interaction facilitating knowledge acquisition and identification of the most effective procedures for planning and implementing distance learning courses.
- Long-term: Improvement of online training courses offered in terms both of the implementation of distance learning courses and [sic]

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GRANT AMOUNT: 230000 €
APPROVED BUDGET: 330000 €
CONTRACT DURATION: 24 (in months)
DESCRIPTION: Conflicts in school include problems like social exclusion, school bullying and violence, racism, absenteeism, vandalism, problems with multiracial and gender integration. The present project utilizes the School Peer Mediation approach to deal with school conflicts in a consensual way, by no means of negotiation and communication techniques.

The overall objective of the project is to use virtual role plays (VRP) to find a new way of conflict resolutions with a playful and cooperative approach.

The aVataR@School project's main target groups are pupils, teachers, mediators and others (such as parents, principals, counsellors, etc.) that are involved in typical conflict situation in secondary schools, with an emphasis on pupils or teachers involved in or trained as mediators within their schools.

The main output of the project from the point of view of processes involved is playing VRP to introduce peer mediation techniques on school environments. To reach this objective, different guides and manuals will be available for moderators, players and student-mediators; some of these tools can be utilized independently from the VRPs.

The main outcomes and experiences of each scenario's role play will be shortly summarised and published online as part of archive of the project's web site.

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GRANT AMOUNT: 274837 €
APPROVED BUDGET: 398622 €
CONTRACT DURATION: 24 (in months)
CallDysc - Collaborative Additional Language E-learning for Dyslexic Pupils

**DESCRIPTION:**

The principle target group is those dyslexic pupils in secondary school (estimated that 10% of the population) who have been rejected due to their failure to engage with traditional language learning, including e-learning environments.

The project provides ways to integrate methods and tools necessary for the enrichment of the e-learning environments to ensure full accessibility to dyslexic pupils.

This project will create a blended multimedia learning environment where dyslexics can thrive through integrated e-learning linked to diverse, highly motivating, computer moderated peer interaction, with human supervision. The adaptive personalized interface will be designed to accommodate personal learning preferences by combining broadband and webcams for tutorial and demonstrations of practical skills with mobile devices such as mobile phones, PDAs (Pedagogical and Didactical Approaches) and hand-held game-machines.

The principle outcome is a framework for an integrated new technology with foreign language learning method to support all learners including dyslexics, and provides as well guidance of the use of this technology in the wider academic environment. Furthermore, conference presentations will be delivered at key conferences, two major reports will be written and a website will serve project communications and provide the public with details of the concepts behind the project.

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**GRANT AMOUNT:** 293465 €

**APPROVED BUDGET:** 391712 €

**CONTRACT DURATION:** 24 (in months)
The overall objective of this project is twofold. Firstly, it is about developing an innovative learning environment which will help prospective European masters degree students in making their selection of programme by allowing for more informed decision making and providing an online preparation prior to them beginning their masters degree programme. Secondly, the project will give the universities an opportunity to inform students about their programmes, increase the completion rates and improve on time completion. In this way, a student should be able to make a more informed choice, refresh or acquire the necessary skills while at the same time forming a bond with the university at an early stage all of which will possibly increase the likeliness of their obtaining a masters degree. Some of the outputs are: publications, methods, conferences, codes of good practice, tools and a community of practice.

The expected impact will be that masters students will be able to make a better choice of study, thereby reducing drop-out rates and costs for both student and institution, increasing access to higher education, and generally encouraging student mobility.

The project presupposes that the educational process starts before a student actually joins a programme. The process starts during the selection process both of and by the student. The student who joins a pre-masters programme learns about the programme in a far more involved way than through traditional marketing materials such as brochures and websites. Students who then choose to join the programme will be better prepared before the start of the programme in a non-traditional way through online assessments and collaborative online courses.

The end users for the project outcomes are all higher education institutions that offer masters programmes and their prospective students. M.A.S.T.E.R. focuses on social interaction among participants combined with support by a coaching teacher.
ALS: Adaptive Learning Spaces

**DESCRIPTION:**

The goal of the ALS project is to develop advanced concepts and technologies through which lack of (or limited amounts of) face-to-face contact between instructors and learners, as well as amongst learners in current state of the art e-learning environments can be partially compensated for. To achieve this, ALS will work towards:

(a) widening the range of, as well as increasing the amount of, guidance and support that ODL systems can provide to learners and instructors, and

(b) providing novel means to support the social cohesion of groups of learners, as well as the engagement of their members in collaborative / team tasks and processes.

This will be achieved by developing, field-testing and making openly available a software infrastructure that builds upon and goes beyond the state-of-the-art in the fields of e-learning and adaptive hypermedia systems, to support the creation of active, personalised learning spaces, that will have a clear focus on learning activities, treating learners as active members of, and contributors to, their learning environments, rather than as passive recipients of their contents.

The project's main outputs will include the software technologies developed, as well as a series of "Best Practices" reports and papers that will accumulate the project's acquired knowledge and experience in integrating these technologies into existing ODL and blended learning settings.

In this way, the project goes beyond the state of the art, by applying adaptive technology to alleviate and support ODL group learning, therefore making it possible to merge traditional learning with new technologies.

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**GRANT AMOUNT:** 338328 €

**APPROVED BUDGET:** 483326 €

**CONTRACT DURATION:** 24 (in months)
FLOSSCom - Using the principles of informal learning environments of FLOSS communities to improve ICT supported formal education

DESCRIPTION:

Free/Libre Open Source Software (FLOSS) communities are not only an exemplar for successful software development, but also for well working learning environments. Yet little is known on how learning occurs in the FLOSS communities and what are the underlying success factors.

FLOSS communities might be seen as an example of ‘Best Practice’ in how ICT can help to improve education in terms of learning processes, up to date content and open inclusive education where no learner is excluded from participation.

This project aims:

I. To identify the factors that contribute to successful knowledge construction in informal learning communities, such as the FLOSS communities.

II. To analyze the effectiveness of a FLOSS-like learning community in a formal educational setting.

III. To provide case studies, scenarios and guidelines for teachers and decision-makers on how to successfully embed such learning communities within formal educational environments to enhance student progression, retention and achievement.

IV. To evaluate the project and disseminate the results to the wider community.

The project activities will include the review of available data, elements of action research and open debates with relevant stakeholders, including teachers, students, and members of informal learning environments like in the FLOSS communities.

As a result of the project the different stakeholders in the education area are provided with case studies, scenarios and guidelines assisting them to improve formal ICT enriched education.

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GRANT AMOUNT: 229901 €

APPROVED BUDGET: 306535 €

CONTRACT DURATION: 24 (in months)
LeOb, Developing Learning Objects for Vocational Education

DESCRIPTION: In the teaching practices of computer and IT, new teaching methods have become general. Pedagogic ideas change and develop, and teachers want to use computer and information technology in their teaching. According to researchers of future learning technologies, there is a need for developing Learning Objects (LO's); i.e. there is a need for varied learning materials that promote independent thought and reasoning of pupils and students. New kinds of learning materials develop new pedagogic practices both in net-based environment as well as in contact teaching. At the moment, the pedagogy of Learning Objects is clearly being born. When using LO's, the emphasis of teaching is moving from sharing content to learners being active and participating. In e-learning, a time has come to move away from text-based learning materials into utilizing Learning Objects. The objective of the project is to develop digital Learning Object templates that are suited for different sectors of adult education and transferable to different educational levels in the future. During the project, LO models will be developed for various digital learning materials. Learning Objects are made up of images, animations, hypertext-based texts, digital videos and sound (recordings of expert lectures). The target groups which will benefit directly from the outputs of the project are educational institutions providing adult education and other organisations offering distance learning services as well as their vocational teachers and tutors. The envisaged outputs of the project will be closely connected to the multi-faceting of e-learning. Main outputs are: - a needs analysis will be conducted at different levels of vocational education - the pedagogical and technical LO models - a guide (for teachers on how to utilize the possibilities provided by the Learning Objects) - a CD-ROM of best practices

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GRANT AMOUNT: 281175 €

APPROVED BUDGET: 374908 €

CONTRACT DURATION: 24 (in months)
Audio Haptics for Visually Impaired Training and Education at a Distance

DESCRIPTION: People who are blind have no access to visual graphic images and are at a substantial disadvantage in the learning process, particularly when studying in a distance learning situation with no specialist support. This problem directly conflicts with the Lisbon Agenda requiring equality of access and inclusion for all in the learning process. This project will provide an innovative method of delivering visual graphics to people who are visually impaired by the way of touch and sound using tactile diagrams with integrated sound files. The main target group for this project is learners who are blind or visually impaired studying on distance learning programmes, with the secondary benefit to education and training providers. The main activities will be the development of systems currently used in the classroom for wider application in distance learning courses and the creation of 3 sets of pilot course materials to evaluate the proposed methodology. Outcomes will be an operating system, pilot course materials and a training manual. Initial work will include a research period to fully understand the complex problems experienced by distance learning providers in delivering visual data to those who cannot see. The team have complementary programming, teaching and special needs education skills.

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GRANT AMOUNT: 576434 €
APPROVED BUDGET: 768580 €
CONTRACT DURATION: 36 (in months)
DEVELOPING YOUNG ADULT'S CREATIVITY THROUGH INFORMATION TECHNOLOGIES

DESCRIPTION: The young people of today's Europe will be the ones contributing to the building of a prosperous Europe. In order to achieve this, they need to be well prepared. Starting from the idea that all the young, irrespective of the geographical area they live in, are attracted by the new technologies, the partnership aims at creating and developing a flexible innovative learning environment using specific didactic and pedagogical methods with the final goal of capturing the interest and increasing the motivation of the young adults, in order to determine them to study throughout their whole lifetime.

The main objective of the project is to create a new learning environment in which young people in risk of being 'early school leavers' can develop their creative talent in close cooperation with their European counterparts, through the means of communication technology.

Specific objectives are:
- Improving the attractiveness of learning
- Expressing creativity through photography, using ICT in learning processes
- Learning English as a means of communication with other European young people
- Facilitating social integration of young adults, according to their own aspirations;
- Exchange of good practices in the field of education.

The project addresses young adults, aged between 16-20 years old who have completed 1st level of secondary education, and face the risk of being 'early school leavers', due to a multitude of factors. They can be: victims of poverty and violence, immigrants, people with disabilities, experiencing behavioural problems, etc.

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GRANT AMOUNT: 157276 €
APPROVED BUDGET: 209701 €
CONTRACT DURATION: 24 (in months)
Identity; Individualized Learning Enhanced by Virtual Reality

**DESCRIPTION:**
Rationale: Nowadays there are significant constraints for the modern educational process: time (too short), space (too few), and equipment (too expensive). IDENTITY project proposes an innovative learning scheme in which Virtual Reality (VR) is the main feature. It proposes innovative VR tools to help students to learn wherever they choose at the fullness of their individual ability, considering that individualized learning represents a mandatory part in any educational process and the more efficient is the better educational results are obtained.

Objective: the overall project objective is to produce a high level quality learning environment in an academic European network ensuring an open access to improved educational resources.

Target group: the primary target group is composed of tutors and students enrolled in educational process at university level, in electrical engineering domain.

Expected outputs: 1) Consolidated report concerning the using of VR and remote experiments in education; 2) Enhanced Individualized Learning Environment (EILE); 3) VR-Learning Resources Centre (VR-LRC); 4) Educational report; 5) Examples of good practice.

Main activities: benchmarking the solutions using remote experiment and VR, which are in use today; EILE & VR-LRC producing; action-research analysis concerning the EILE & VR-LRC impact on the learning process.

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- EMMERCE EEIG, LINKÖPING, SE

**GRANT AMOUNT:** 249479 €

**APPROVED BUDGET:** 332639 €

**CONTRACT DURATION:** 24 (in months)