

Validation of self-aCquired learning and cREdits trAnsfer in web design and compuTEr animation

2011-1-BG1-LEO05-05036

<http://www.adam-europe.eu/adam/project/view.htm?prj=10415>

Project Information

- Title: Validation of self-aCquired learning and cREdits trAnsfer in web design and compuTEr animation
- Project Number: 2011-1-BG1-LEO05-05036
- Year: 2011
- Project Type: Transfer of Innovation
- Status: granted
- Country: BG-Bulgaria
- Marketing Text: The project "Validation of self-acquired learning and credits transfer in web design and computer animation" (CREATE) aims to propose methods and tools for validation of the results of informal learning in two creative professions - web design and computer animation. Moreover, it offers methodology for allocation of ECVET points to units of learning outcomes in order to ensure their recognition.
- The project products (manual, toolkit, validation model and guidelines for allocation of ECVET points) can be useful for trainers, policy makers, instructional designers in VET and for managers of VET centers. The toolkit can also be used as a kind of a self-assessment tool for youth who have some knowledge, skills and competences in computer animation or web design and wish to check if they have to study more or not.
- All project products are accessible for free online at www.create-validate.org. The toolkit and manual are available in English, Bulgarian and German.
- Summary: Often people engaged in creative fields such as web design (WD) and computer animation (CA) have gained their knowledge, skills and competence through a kind of informal learning (IL). Gradually validation of IL has become a EU priority in the field of VET being "seen as a way of improving lifelong and life-wide learning". Although addressed to a different extent in various EU countries, the issue of validation of IL is still insufficiently explored and undeveloped in Europe. In Bulgaria a system for validation of IL is still in the process of development, in Ireland there is some tradition in the field but not in creative professions, in Germany there are minor steps undertaken and some existing tools for validation of IL but these are rather insufficient. That's why the project proposes to develop a model for validation of IL that can be applied to WD and CA outcome-based modules. Since ECVET facilitates the development of flexible and individualized pathways and recognition of learning outcomes acquired through IL, project seeks to allocate ECVET points to the modules in WD&CA making their recognition possible in EU states.
- Aims and objectives: to propose methods and tools for validating IL in WD and CA. As an integral part of the validation methods, ECVET points will be allocated to the modules in WD and CA to make the recognition of the learning outcomes of IL possible. Thus the project will use the WD qualification standard from the "Embedding Standards" project as a basis for the WD sample qualification and update it by assigning to it methods for the validation of IL. The project will develop a training toolkit with theory, interactive tools/games with procedures for validating the IL and credits transfer. The project will train VET practitioners how to implement the validation of IL.
- Target group: trainers, policy makers, instructional designers in VET, managers of VET Centres.
- Target sector: VET in ICT/Multimedia.
- Potential users: youth (16-25) & youth with special needs (early school leavers (ESL), long-term unemployed) who acquired learning in WD and CA informally and wish to validate it.
- Consortium comprises newly established and long-term partnerships. It engages

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partners of 3 European regions: Eastern Europe-Bulgaria, Central Europe-Germany, Northern Europe-Ireland. Partnership is of cross sectoral nature-state agency for VET (NAVET), an educational institution (DEKRA), curricula developer in ICT (FIT), developer of innovative training content (SCAS), centre for vocational guidance (NSICC).

Outcomes: IL assessment methods & outcome-based modules in WD and CA, model for validation of IL, toolkit for validation of IL, report on the allocation of ECVET points to the modules, manual for VET practitioners describing how the products can be used.

Impact: increased capacity of VET providers, recognition of IL of youth, IL validation model to be used by institutions, more opportunities for qualification of ESL.

Description:

Themes: *** ICT
*** Others
*** Lifelong learning
*** Recognition, transparency, certification

Sectors: *** Education

Product Types: transparency and certification
website
evaluation methods
others

Product information: There are several products in the frame of CREATE project. All of them are available for free and fully accessible online at www.create-validate.org. The main products (toolkit and manual) are available in English, Bulgarian and German. The rest - in English and Bulgarian.

1. Self-acquired learning validation toolkit - comprises more than 20 online tools for validation of the results of informal learning in web design and computer animation. Combines different kinds of tools - e-games, interactive online tests and ePortfolio method.
2. Manual "Validation of self-acquired learning and creative professions possible" - information on validation of self-acquired learning, ECVET policy, cases and tools (guidelines for organizations and test-takers how to use the developed toolkit), glossary with terms.
3. Self-acquired learning validation model - describes existing methods for validation of informal learning and principles for selecting the most appropriate ones.
4. Guidelines for allocation of ECVET points to units of learning outcomes - step-by-step guidelines and examples on allocation of ECVET points.
5. Units of learning outcomes in web design and computer animation - developed on the basis of researched existing curricula and used only as a basis for assigning to them methods for validation of the results of informal learning.

Projecthomepage: <http://create-validate.org/>

Project Contractor

Name: Student Computer Art Society
City: Sofia
Country/Region: Sofia Stolitsa
Country: BG-Bulgaria
Organization Type: association/non-governmental organisation
Homepage: <http://www.scas.acad.bg>

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Partner

Partner 1

Name: National Agency for Vocational Education and Training
City: Sofia
Country/Region: Sofia Stolitsa
Country: BG-Bulgaria
Organization Type: public institution
Homepage: <http://www.navet.government.bg>

Partner 2

Name: Fast track into Information Technology
City: Dublin
Country/Region: Dublin
Country: IE-Ireland
Organization Type: others
Homepage: <http://www.fit.ie>

Partner 3

Name: DEKRA Akademie GmbH
City: Stuttgart
Country/Region: Baden Württemberg
Country: DE-Germany
Organization Type: others
Homepage: <http://www.dekra-akademie.de>

Partner 4

Name: National Student Information and Career Centre
City: Sofia
Country/Region: Sofia Stolitsa
Country: BG-Bulgaria
Organization Type: others
Homepage: <http://www.infocareercenter.org>

Project Files

Guidelines_allocation_ecvet_points_bg.pdf

http://www.adam-europe.eu/prj/10415/prj/Guidelines_allocation_ecvet_points_bg.pdf

Guidelines for allocation of ECVET points to the units of learning outcomes in Bulgarian language, .pdf.

Guidelines_allocation_ecvet_points_en.pdf

http://www.adam-europe.eu/prj/10415/prj/Guidelines_allocation_ecvet_points_en.pdf

Guidelines for allocation of ECVET points to units of learning outcomes in English, .pdf.

Leaflet_bg.pdf

http://www.adam-europe.eu/prj/10415/prj/Leaflet_bg.pdf

The project leaflet in Bulgarian language, .pdf.

Leaflet.pdf

<http://www.adam-europe.eu/prj/10415/prj/Leaflet.pdf>

Project leaflet in .pdf.

Model_for_validation_bg.pdf

http://www.adam-europe.eu/prj/10415/prj/Model_for_validation_bg.pdf

Self-acquired learning validation model in Bulgarian language, .pdf.

Model_for_validation_en.pdf

http://www.adam-europe.eu/prj/10415/prj/Model_for_validation_en.pdf

Self-acquired learning validation model in English, .pdf.

Units_animation_bg.pdf

http://www.adam-europe.eu/prj/10415/prj/Units_animation_bg.pdf

Description of outcome-based units (units of learning outcomes) in computer animation, in Bulgarian language.

Units_animation_en.pdf

http://www.adam-europe.eu/prj/10415/prj/Units_animation_en.pdf

Description of outcome-based units (units of learning outcomes) in computer animation, in English.

Units_web_design_bg.pdf

http://www.adam-europe.eu/prj/10415/prj/Units_web_design_bg.pdf

Description of outcome-based units (units of learning outcomes) in web design in Bulgarian language.

Units_web_design_en.pdf

http://www.adam-europe.eu/prj/10415/prj/Units_web_design_en.pdf

Description of outcome-based units (units of learning outcomes) in web design, English language.

Products

- 1 Self-acquired learning validation toolkit
- 2 Manual "Validation of self-acquired learning and creative professions possible"
- 3 Self-acquired learning validation model
- 4 Guidelines for allocation of ECVET points to units of learning outcomes in web design and computer
- 5 Description of outcome-based units in web design and computer animation
- 6 CREATE project website

Product 'Self-acquired learning validation toolkit'

Title: Self-acquired learning validation toolkit

Product Type: website

Marketing Text: The Self-acquired learning validation toolkit is an innovative online toolkit (at www.create-validate.org) for assessment of the results of informal learning in web design and computer animation.

It is an example how different tools (modern and interactive) can be used by VET organizations and institutions in assessing informal learning. Those different tools are: e-games, interactive online tests and ePortfolio.

The toolkit is fully accessible online in English, Bulgarian and German. It is developed in an easy-to-localize way allowing for the addition of more tools and languages. At this moment it comprises more than 20 tools assessing knowledge, skills and competences in web design and computer animation.

The toolkit can also be used for so called self-assessment by young people who have some knowledge, skills and competences in computer animation and web design but wish to check them and decide if they need more training or not.

Description: The Self-acquired learning validation toolkit is available at www.create-validate.org in English, Bulgarian and German.

Registration is necessary. Otherwise, the tool is free and all who wish to use it, can access it. It can be accessed through so called "teachers" account and another "students" account.

Teachers create groups of students when they organize assessment of the results of informal learning of those students. Teachers can see the results only of their group of students. They can also change the units' weights and from then the ECVET points assigned to each unit.

Students, on the other hand, can play the tools and then check their results. Each registered user can play the tools only once.

Target group: -young people, including early-school leavers who obtained self-acquired learning and want to validate it;
- policy-makers in VET, developing learning validation procedures and transfer of credits in VET;
- trainers and instructional designers participating in validation procedures of informal learning;
- managers of VET centers;

Result:

Area of application: Assessment of the results of self-acquired (informal) learning in web design and computer animation.

Homepage: www.create-validate.org

Product Languages: English
Bulgarian
German

Product 'Manual "Validation of self-acquired learning and creative professions possible"'

Title: Manual "Validation of self-acquired learning and creative professions possible"

Product Type: others

Marketing Text: The manual aims at supporting VET personnel in implementing validation of informal learning in creative professions. Also, it provides policy makers and national qualifications developers with recommendations on integration of informal learning. In the manual there is a special section with guidelines for VET organizations and for test-takers (those who wish to validate their informal learning) how to use the Self-acquired learning validation toolkit developed in the frame of the project. The manual is available as a printed book in English and as an e-book on the project website in Bulgarian and German.

Description: Manual contents:

1. Introduction
2. Validation of self-acquired learning
3. ECVET
4. New skills for new jobs
5. Cases and tools
6. Glossary

Target group: - policy-makers in the VET field, developing learning validation procedures and transfer of credits in VET;
- trainers and instructional designers, participating in validation procedures of informal learning;
- managers of VET centers;

Result:

Area of application: The manual can be used as a reference, guidance and/or training material by the target group.

Homepage: www.create-validate.org

Product Languages: Bulgarian
English
German

Product 'Self-acquired learning validation model'

Title: Self-acquired learning validation model

Product Type: evaluation methods

Marketing Text: Self-acquired learning validation model offers an array of methods that can be used for the assessment of the results of informal learning (learning gained outside the formal learning environment, learning at home, at work, during leisure-time activities).
The model also assigns some of those methods to the learning outcomes in web design and computer animation developed within the project.
The model is available for download at the project website in English and Bulgarian.

Description:

Target group: - trainers and instructional designers participating in validation procedures of informal learning;
- managers of VET centers;
- policy makers in the VET field, developing learning validation procedures and transfer of credits;

Result:

Area of application: In the frame of the project it was used as a basis for the development of the tools for assessment of the results of informal learning.

Homepage: www.create-validate.org

Product Languages: English
Bulgarian

Product 'Guidelines for allocation of ECVET points to units of learning outcomes in web design and computer animation'

Title: Guidelines for allocation of ECVET points to units of learning outcomes in web design and computer animation

Product Type: transparency and certification

Marketing Text: "Guidelines for allocation of ECVET points to units of learning outcomes in web design and computer animation" offers step-by-step guidelines and approach for assigning ECVET points to units of learning outcomes. Although the guidelines have been designed taking into account the specifics of CREATE project and the fact that it deals with the creative professions, they can also be applied to other fields.

The guidelines were created in order to allocate ECVET points to the units of learning outcomes in web design and computer animation and thus enable their recognition.

The guidelines are available for download in pdf at www.create-validate.org in English and in Bulgarian.

Description: "Guidelines for allocation of ECVET points to units of learning outcomes in web design and computer animation" contain:

1. Context and framework of the guidelines
2. Main aspects of policies and practices related with the establishment of European credit transfer system in vocational education and training (ECVET)
3. Allocation of ECVET points for the qualifications "Computer Animation" and "Web Design" in the frames of project CREATE - with starting positions, example of former initiatives and good practices, step-by step phases for the allocation of ECVET points to the units of learning outcomes.

Target group: - policy makers in the VET field developing learning validation procedures and transfer of credits in VET;
- trainers and instructional designers participating in validation procedures of informal learning;

Result:

Area of application: In the frame of the project it was used as a step-by-step guidance for the allocation of ECVET points to the units of learning outcomes in web design and computer animation. It can be used as a guidance for the allocation of ECVET points to any other units of learning outcomes.

Homepage: www.create-validate.org

Product Languages: Bulgarian
English

Product 'Description of outcome-based units in web design and computer animation'

Title: Description of outcome-based units in web design and computer animation

Product Type: others

Marketing Text: The main aim of CREATE project is to propose modern methods and tools for assessment of the results of informal learning in two contemporary creative professions - web designer and computer animator.

In order to do that, first units of learning outcomes in computer animation and web design were written. The purpose was to assign methods and tools for assessment of the results of informal learning in those units. The units contain description of the knowledge, skills and competences that a beginner or an advanced web designer/computer animator should have. Thus, the units are divided into two parts - 1st part EQF level 4 for beginners and 2nd part EQF level 5 for advanced.

Units of learning outcomes in web design and computer animation can also serve as a model for the development of other units for other creative professions.

Units of learning outcomes in computer animation and web design are available for download in .pdf at www.create-validate.org in English and Bulgarian.

Description: The main aim of compiling this description of units of learning outcomes is to use it as a basis for assigning to these units methods for assessment of the results of self-acquired learning (or "informal learning"). Each unit is assigned with such methods and also each unit is assigned with the respective ECVET points depending on the unit's relative weight with regard to the whole description. As a further step to the developed description – interactive tools for validation of the results of informal learning are developed.

There are two such descriptions of units of learning outcomes developed in the frame of this project – one for web designer and another one for computer animator. The aim of choosing exactly these two fields was that they are highly creative fields where most of the learning outcomes are achieved through certain kind of informal learning – during work; through daily interactions, sharing among peers etc.

Thus these two descriptions of units of learning outcomes and the methods for assessment of the results of informal learning can be used as an example for the development of other such descriptions with a special part for assessment of the results of informal learning included in them.

Each of these 2 documents consists of three parts:

1st part – general introduction about the project, the context, target group, the descriptions of units as well as job description.

2nd part - Description of Outcome-based Units in Web design/Computer animation Part I – EQF Level 4 (more basic level)

3rd part - Description of Outcome-based Units in Web design/Computer animation Part II – EQF Level 5 (more advanced level)

This description is divided into two EQF Levels because this way it is possible for a person's outcomes of informal learning to be assessed and recognized:

- a. if these are at a lower level (EQF Level 4) only;
- b. if this person can cover both levels;

Target group: - trainers and instructional designers participating in validation procedures of informal learning;
- policy makers in the VET field;
- managers of VET centers;

Result:

Product 'Description of outcome-based units in web design and computer animation'

Area of application: VET centres and organizations willing to assess results of informal learning in web design and computer animation and provide certification for this assessment can use the document for this purpose. However, in order that the process of assessment is complete, such organizations should complement this document by also using the interactive tools for validation of the results of informal learning and the manual, containing necessary guidelines (also developed in the frame of the current project).

Policy makers and instructional designers in VET can use this document as an example for the development of units of learning outcomes in other creative fields. Second, they can also use it as an example for the means of assigning ECVET points to units in view of credits transferability. Last but not least, they can use this document as an example of the methods that can possibly be used for validation of the results of informal learning.

Potential users: youth (16-25) & youth with special needs (early school leavers (ESL), long-term unemployed) who acquired learning in WD and CA informally and wish to validate it. That is why the knowledge, skills and competencies required are selected in terms of user profile- people who are so-called "one man company" or self-employed or working in very small teams (2-3 people). For example, such people will need some basic project management skills which are not necessary if they work in bigger companies where separate project managers exists.

Homepage: www.create-validate.org

Product Languages: English
Bulgarian

Product 'CREATE project website'

Title: CREATE project website

Product Type: website

Marketing Text: CREATE project website (www.create-validate.org) is a powerful tool in the frame of the project making all project products and results publically accessible.

There one can access both the documents (guidelines, validation model, units of learning outcomes, manual) developed in the frame of the project and the Self-acquired validation toolkit.

Moreover, the website offers space for both the organizations involved in assessment of the results of informal learning and for the test-takers - those who wish to have their informal learning in web design or computer animation validated.

Last but not least, the website is available in English, Bulgarian and German.

Description: This web site consists of four basic pages. Each page is designed to answer the needs of a concrete target group:

1. If you think you have some knowledge, skills and competence in web design or computer animation but you don't have an official document to prove it or learned it only at home or during work visit TEST TAKERS and assess your informal learning.
2. If you are an organization that wants to organize assessment of the results of informal learning in web design and computer animation visit TRAINING ORGANIZATIONS.
3. If you want to assess your informal learning in web design or computer animation or if your organization wants to provide such assessment see and play the interactive TOOLS.
4. If you want to learn more about CREATE visit THE PROJECT where you can:
 - read our latest News;
 - download and consult project Resources – manual and leaflet;
 - see who the Partners are;
 - Intranet – limited area only for the partners for exchange of files and documents;
 - find us in Contacts.

Target group: - trainers, policy makers, instructional designers in VET, managers of VET Centres;
- potential users: youth (16-25) & youth with special needs (early school leavers (ESL), long-term unemployed) who acquired learning in WD and CA informally and wish to validate it.

Result:

Area of application: CREATE project website makes all the results in the frame of the project accessible to the public and all the project target group.

It is a powerful tool for dissemination and ensures the products use in all partner countries because it is available in all partner languages - English, Bulgarian and German.

Homepage: www.create-validate.org

Product Languages: English
Bulgarian
German