



ePortfolio während Ihrer Zukunft

LLP-LdV-TOI-07-BG-166018

<http://www.adam-europe.eu/adam/project/view.htm?prj=4171>

Projektinformationen

Titel: ePortfolio während Ihrer Zukunft

Projektnummer: LLP-LdV-TOI-07-BG-166018

Jahr: 2007

Projekttyp: Innovationstransfer

Status: abgeschlossen

Land: BG-Bulgarien

Marketing Text: Das Multimedia-Selbstbewertungswerkzeug der Projektmaßdrescher erfinderische („Self-discoveryspiel“) und das ePortfolio, zum der Kursteilnehmer vorzubereiten überwinden die Fehlanpassung zwischen Ausbildung und Arbeit. Ein System für Kennzeichnung der frühen Schulabsolventen des Potenzials ist auch im Rahmen des Projektes entwickelt worden

Zusammenfassung: The main goal of the "ePortfolio for Your Future" (ePortfolio 4YF) project is to enable consultants prepare students to be aware of their competencies and skills in order to take the right decision for further education or professional development.

Beschreibung: A key aspect of the ePortfolio 4YF project is the introduction of ePortfolio as a method for professional orientation and career guidance. In order to provide guidance to the young preson/student, the consultant should be acquainted with the ePortfolio 4YF environment, combining 4YF game, Motivation test and ePortfolio. Consultants can use the information shared by users and their results from the game and the test to provide them with advice and consultations. Consultants should compare the person's opinion with the information from the 4YF Game and the Motivation test results from the second fields in the respective sections from the ePortfolio. This comparison provides the consultant (pedagogic consultant, youth career consultant) with different types of information that can facilitate tracking difficulties or problems in short-term aspect. A special "Consultaning view" has been created, where the consultant can communicate with the young people, analyze their abilities, skills, interests and provide guidance on career development and professional realization. A set of indicators, interpretation tips and directions on how to implement consulting (step-by-step) using the ePortfolio method have been developed. The information, gathered from the 4YF Game and the Motivation test, as well as the personal opinion of the consulted student, gives a clear picture of young person's self-awareness.

Themen: *** Arbeitsmarkt
 *** Berufsorientierung und -beratung
 *** Erstausbildung
 ** IKT

Sektoren:

Produkt Typen: Module
 andere
 Lehrmaterial
 Homepage

Produktinformation: • ePortfolio for Your Future (eGame based environment) consisting of 3 key elements that complement one another, building a unique and comprehensive training tool.

- Interactive self-assessment tool for identification of student competencies (self-discovery web-based game) emphasizing on the advantages of ICT and multimedia and a web-based test, for measuring the risk of early school leaving.
- Student ePortfolio system – the ePortfolio will be a student planning guide, a depository of student accomplishments, an advisor/student career development guide, a display of academic growth over the college experience, and a marketing/job seeking tool with potential employers.
- "ePortfolio for Your Future" Manual, which will provide methodological support and useful tips to consultants on how to use the ePortfolio 4YF environment in their work with students.

Projektinformationen

Projektwebseite: <http://www.my-eportfolio.org>

Vertragnehmer

Name: Student computer art society /SCAS/
Stadt: Sofia
Land/Region: Sofia Stolitsa
Land: BG-Bulgarien
Organisationstyp: Verband/nicht regierungsgebundene Organisation
Homepage: <http://www.scas.acad.bg>

Kontaktperson

Name: Rosen Petkov
Adresse: 10 Narodno sabranie sq
Stadt: Sofia
Land: BG-Bulgarien
Telefon: +359 2 9870293
Fax: +359 2 9877477
E-Mail: rosen@scas.acad.bg
Homepage: <http://www.scas.acad.bg>

Koordinator

Name: Student computer art society /SCAS/
Stadt: Sofia
Land/Region: Sofia Stolitsa
Land: BG-Bulgarien
Organisationstyp: Verband/nicht regierungsgebundene Organisation
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Fax: +359 2 9877477
E-Mail: rosen@scas.acad.bg
Homepage: <http://www.scas.acad.bg>

Partner

Partner 1

Name: National student information and career center /NSICC/
Stadt: Sofia
Land/Region: Sofia Stolitsa
Land: BG-Bulgarien
Organisationstyp: Verband/nicht regierungsgebundene Organisation
Homepage:

Partner 2

Name: FIT Ltd
Stadt: Dublin
Land/Region: Dublin
Land: IE-Irland
Organisationstyp: andere
Homepage:

Partner 3

Name: National Pedagogic Center
Stadt: Sofia
Land/Region: Sofia Stolitsa
Land: BG-Bulgarien
Organisationstyp: National Agency
Homepage:

Partner 4

Name: Salzburg Research Forschungsgesellschaft
Stadt: Salzburg
Land/Region: Salzburg
Land: AT-Österreich
Organisationstyp: Forschungseinrichtung
Homepage:

Partner

Partner 5

Name: Ardimedia anstalt

Stadt: Shaan

Land/Region: Liechtenstein

Land: LI-Liechtenstein

Organisationstyp: KMU - Klein- und Mittelunternehmen (bis zu 250 Mitarbeiter)

Homepage:

Projektdateien

ePortfolio_leaflet_EN.pdf

http://www.adam-europe.eu/prj/4171/prj/ePortfolio_leaflet_EN.pdf

ePortfolio for Your Future Quick start leaflet

eportfolio_manual.pdf

http://www.adam-europe.eu/prj/4171/prj/eportfolio_manual.pdf

The main aim of the manual is to explain the main aspects of ePortfolio usage as a method for career development, reflection, assessment, consultancy, presentation and communication. The book also aims to support trainers, consultants and other users of the ePortfolio 4YF environment to understand how to play the game and tests, how to import the data in the ePortfolio system and how to interpret the data and results. Also, some of the chapters cover main aspects of gaming and ePortfolio usage in the training and guidance process.

Produkte

- 1 ePortfolio system
- 2 ePortfolio 4YF environment
- 3 Motivation test
- 4 Self-assessment game 4yf
- 5 ePortfolio 4YF Manual

Produkt 'ePortfolio system'

Titel: ePortfolio system

Produkttyp: andere

Marketing Text: ePortfolio is a powerful method for consultancy and training. Consultants, trainers and teachers could use it for monitoring and exploring students' progress and achievements, as well as for encouraging self-awareness and reflection. In some cases ePortfolio could be used for assessment of skills and achievements. Consultants could take advantage of the portfolio method to identify some problems or to discuss someone's knowledge, skills and professional orientation. ePortfolio could also contribute to the identification of potential early school leavers. Last but not least, ePortfolio is a suitable method for encouraging the communication between the trainers and trainees.

Beschreibung: The ePortfolio is a digital collection of meaningful works of a particular person. After signing in the ePortfolio system, you will be able to create, manage, update and develop step-by-step your own ePortfolio. From here you can register in the ePortfolio system, and go through a brief tutorial which will show you how to fill in your account.

Zielgruppe: pedagogic and career consultants; tutors, trainers; students

Resultat:

Anwendungsbereich: - reflection
- professional orientation
- career development
- career advice

Homepage: http://www.my-eportfolio.org/index.php?option=com_content&view=article&id=63&Itemid=62&lang=en

Produktsprachen: Deutsch
Bulgarisch
Englisch

Produkt 'ePortfolio 4YF environment'

Titel: ePortfolio 4YF environment

Produkttyp: Fernlehre

Marketing Text: The ePortfolio 4YF is an innovative ePortfolio and game-based environment, combining an ePortfolio, online self-assessment game and an interactive Motivation test. It is available at www.my-eportfolio.org.

Beschreibung: After signing in the ePortfolio system, one is able to create, manage, update and develop step-by-step his/her own ePortfolio. In the ePortfolio one can describe personal interests and hobbies, education and work experience and, last but not least, photos, movies etc. The ePortfolio 4YF environment provides youth and pedagogic consultants with the opportunity to access the young person's ePortfolio. Via a "consultant view", they can analyze the game and Motivation test results, as well as the information in the ePortfolio in order to assist the young person in his/her professional orientation and career development.

Some key characteristics of the environment:

- Option for transferring the results from the 4YF game to a concrete section of the student ePortfolio;
- Option for transferring the results from the early school leaving module ("Motivation test") to as specially developed section of the student ePortfolio;
- The transferred results from both the 44YF game and the "Motivation test" are visible for the career consultant, who has to analyse the student performance;
- Developed a common registration and log-in system, where users that create accounts in the ePortfolio, can use it for accessing the games, and vice versa;

Consultants can use the information shared by users and their results from the game and the test to provide them with advice and consultations. Consultants have to compare the information from the first field with the game results from the second field. We have created several indicators which can be used to provide valid information about human attitude and condition. These indicators are:

- Comparison between 4YF ANALYSIS RESULTS and COMPETENCE TEST
- Comparison between MOTIVATION TEST RESULTS and STUDENT MOTIVATION TEST
- Comparison between EDUCATION HISTORY and PROFESSIONAL INTERESTS
- Comparison between EMPLOYMENT HISTORY and PROFESSIONAL INTERESTS

A special "Consulting view" has been created, where the consultant can communicate with the young people, analyze their abilities, skills, interests and provide guidance on career development and professional realization.

Zielgruppe:

Resultat:

Anwendungsbereich:

Homepage: www.my-eportfolio.org

Produktsprachen: Englisch
Bosnisch
Deutsch

Produkt 'Motivation test'

Titel: Motivation test

Produkttyp:

Marketing Text: The idea of the module is to measure the potential risk of Early School Leaving(ESL).

Beschreibung: Types of ESL – During the creation of the module we pay attention to four groups of ESL, who are the most widely spread in society:

1. Students with social/family problems or geographically disadvantaged;
2. Alienated students;
3. Discouraged students;
4. Students dedicated to not school-related activities

Factors for SL – After defining the types of ESL, the main risk factors for ESL were defined. They are separated in different groups. The groups include social state of the student, his/her relations with friends and family, individual problems and problems at school.

- A set of 19 questions has been developed ("multiple-choice type") that correspond to the identified factors.

- development of structure of the module – 3 main scenes consisting of sub-scenes;

Zielgruppe:

Resultat:

Anwendungsbereich:

Homepage: http://www.my-eportfolio.org/index.php?option=com_content&view=article&id=64&Itemid=64&lang=en

Produktsprachen: Bulgarisch
Englisch
Deutsch

Produkt 'Self-assessment game 4yf'

Titel: Self-assessment game 4yf

Produkttyp: Module

Marketing Text: Interactive self-assessment tool for identification of student competencies (self-discovery web-based game) emphasizing on the advantages of ICT and multimedia.

Beschreibung: 4YF is Flash based game. Its purpose is to test some of the player's skills and preferences. This is done in order to find the strong and the weak sides of the player, that are related to work quality, such as team work, preferences, logical thinking and so on. The analysis of the test is given at the end of the game in percents and in short texts, describing the player's score.

Zielgruppe:

Resultat: The results from the game can be directly transferred in the ePortfolio system

Anwendungsbereich: self-assessment; reflection;

Homepage: http://www.my-eportfolio.org/index.php?option=com_content&view=article&id=57&Itemid=61&lang=en

Produktsprachen: Deutsch
Englisch
Bulgarisch

Produkt 'ePortfolio 4YF Manual'

Titel: ePortfolio 4YF Manual

Produkttyp:

Marketing Text: The main aim of the manual is to explain the main aspects of ePortfolio usage as a method for career development, reflection, assessment, consultancy, presentation and communication. The book also aims to support trainers, consultants and other users of the ePortfolio 4YF environment to understand how to play the game and tests, how to import the data in the ePortfolio system and how to interpret the data and results. Also, some of the chapters cover main aspects of gaming and ePortfolio usage in the training and guidance process.

Beschreibung: Content of the Manual:
Chapter 1: INTRODUCTION
Chapter 2: EPORTFOLIO, GAMES APPROACHES AND COMPETENCE DEVELOPMENT
1.1 Assessment of Learning – Assessment for Learning; 1.2 The 5 ePortfolio Processes; 1.3 Different Dimensions of ePortfolios; 1.5 ePortfolios vs. Personal Learning Environments; 1.6 Working with ePortfolios in the Consulting Process; 2 Game-Based Learning and Counselling
2.1 Crucial Factors in the Game Based Learning Environment; 2.2 Skills to be developed in a Game-Based Environment; 2.3 Game-Based Counselling Approach; Practical Exercise
Chapter 3: PROFESSIONAL ORIENTATION AND GUIDANCE: 1 Career Development Theories; 2 Vocational Guidance; 3 The Process of Vocational Guidance; 4 Vocational Guidance and the Potential School Leavers; Practical Exercise
Chapter 4 : EPORTFOLIO AND GAMING IN THE CONSULTANCY PROCESS
1 Benefits of ePortfolio and Gaming for Consultants; 2 ePortfolio usage; ePortfolio and the Educational System; The Student-centric ePortfolio; Concerns in the ePortfolio usage; Examples of ePortfolio Usage in the Consultancy Process; 3 Gaming and Interactive Tools in the Consultancy Process; Practical Exercise
Chapter 5 : HOW TO USE EPORTFOLIO 4YF: 1 Overview of the ePortfolio 4YF Environment; 2 Creating and Managing a Personal ePortfolio; Profile; Creating a Profile; Editing Profile; Creating a Profile View; My Portfolio; Creating View; Copying View; Users; Member; Consultant; Employer; 3 Motivation test; 4 For Your Future Game; 5 Recommendations for Consultants: Information for Consultants; 4YF Game Results; Motivation Test Results; Information in the ePortfolio; Indicators for Consultants; Recommendations for Step-by-step Implementation; Practical Exercise
Chapter 6: GLOSSARY, LINKS AND REFERENCES

Zielgruppe: - career consultants
- youth and student advisors
- pedagogic personnel
- trainer
- tutors

Resultat: - Printed version in English language;
- PDF versions in Bulgarian and German

All PDF versions are available on the project website.

Anwendungsbereich:

Homepage:

Produktsprachen: Englisch
Deutsch
Bulgarisch

Veranstaltungen

ePortfolio 4yf conference

Datum 22.09.2009

Beschreibung The aim of the ePortfolio 4YF (ePortfolio For Your Future) conference is to give an overview of the different approaches and uses of the innovative e-portfolio method. Apart from this the conference aims at presenting the advantages of the e-portfolio method and game-based learning environment in the field of career guidance and career development.

Zielgruppe

Öffentlich Geschlossene Veranstaltung

Kontaktinformation www.scas.acad.bg/epconference

Zeitpunkt und Ort Date:22nd September 2009
Venue: Sofia, Bulgaria