



LEARN IT



Education and Culture DG  
Lifelong Learning Programme  
Leonardo da Vinci

LearnIT project PL/08/LLP-LdV/TOI/140001

Newsletter

Issue 1

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*Dear Reader,*

*We present to you the first newsletter of the European LearIT project, realized with the support of European Union within Life Long Learning Program. In this newsletter you can find a description of our project, its aims and ongoing activities. This newsletter will appear every three months. We hope it will be useful and interesting for you.*

*The LearnIT project consortium*

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## About LearnIT...

The LEARNIT project relates to e-learning and m-learning within the Small and Medium Enterprises sector.

The project is realised in the Leonardo da Vinci framework – Transfer of Innovation Programme.

The emphasis of the project is based on two former projects developed at an international level:

### **TALAS – (Tourism Management e-learning Solutions)**

The aim of the TALAS project was the promotion of innovative e-learning and m-learning solutions by testing the new methodology and new didactic attempt in vocational training in tourism. The TALAS project possessed ambitious international plan with strong transnational partnership consisting of 9 European institutions from 7 countries – Italy, Spain, Austria, Germany, Greece, Romania and Poland. The “Tourism Management” pilot course was tested by in new and dynamic educational environments provided by e-learning, and m-learning. The aim of this course is to offer specified answers on the lack of flexible training in the hospitality sector and lack of possibilities for learning among young people and within the tourism industry. This e-Learning platform is an integrated and flexible educational scenario containing different educational objects such as video lessons, video clips, animated and interactive animations, texts and audio files. Thanks to multimedia and interactive materials, e-Learning platforms promotes tailored educational pathways, supports learning sessions, increases the possibilities of learning by experience and supports flexible dynamic processes of learning.

AND

### **ICT in SME**

The main objectives of the project was to develop an ICT training system based upon the field of the European standards of SME within the target sector with diversified hi-tech sectors. The production of software; networks,

and materials for courses (training programs, handbooks, CD-ROM and online material) . Products included topics on:

- European Standards for SME with Hi-Tech Profiles, European and International Standards in the Programming Sector,
- European and International Standards in the Network Sector,
- English in European and International Standards and German in European and International Standards.

The Project also contained elements of blended learning and the elaboration of e-Learning platform.

The project partnership consists of 6 partners from 5 countries – Poland, Italy, Spain, Bulgaria and United Kingdom.

The project partnership:

Danmar Computers - Poland

FOR.COM – Italy

Femxa Group – Spain

Acsymiry - Bulgaria

OAKE Europe – United Kingdom

DC Center – Poland

## What is e-learning?

Electronic learning (e-learning and) is one of the ways in which "supply" means of education / learning (TSL), where the medium of computer technology instruction. In some cases, (not in person) interaction takes place. E-learning is being used in different

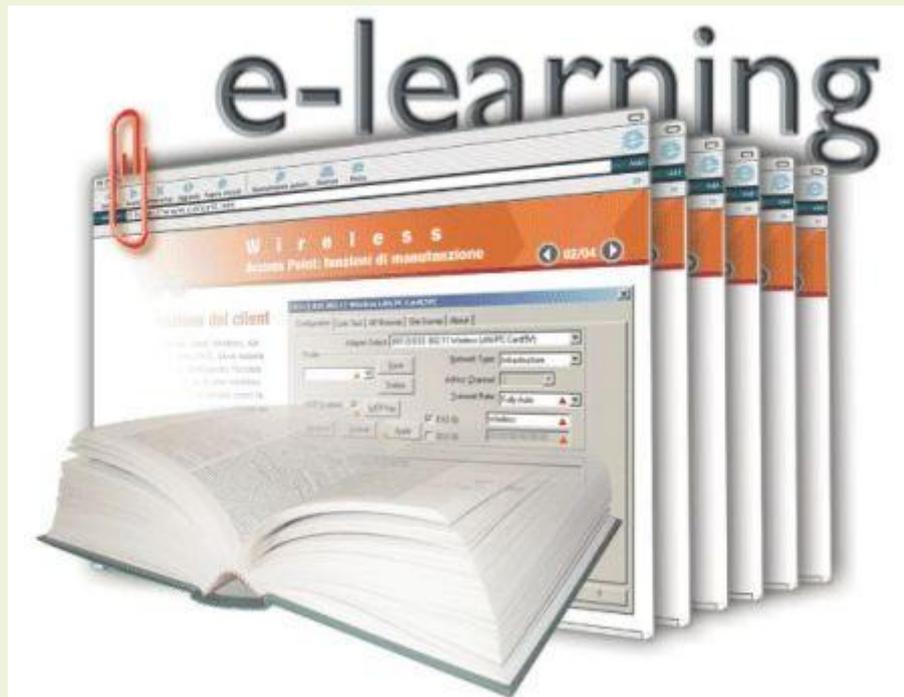
situations in different work. In companies, it refers to the strategy, which benefit from a corporate network to provide training courses for their employees. In the USA electronic learning is understood and accepted as a way of planned teaching / learning experience,

which is used for the purposes of these new technologies and they are based, mainly to ON LINE ? (the Internet or computer-based), to reach learners. Lately in most Universities, e-learning is used to define a specific mode to attend a course or programme of study where the students rarely, if ever, attend face-to-face for on-campus access to educational facilities, because they study online.

In the world of technology and e-learning is conservatively estimated to be worth more than thirty eight billion euro. About 20% of e-learning products are manufactured In the European Union The advances made in modern times, as they affect the development of internet technology

and multimedia capabilities are essential to the development of e-learning content, technology and services that are associated with and known as the three most important sectors, divisions, which are related to the e-learning industry.

According to data from 2006, nearly 3.5 million students were participating in on-line learning at institutions of higher education in the USA. Within the EU, this number is similar with many higher education, for-profit institutions now offering on-line classes. By contrast, only about half of private, non-profit schools offer them. Most of the research realised show that students are very satisfied with using e-learning.



See more about e-Learning:

[www.developmentgateway.org](http://www.developmentgateway.org)

[www.knowledgepresenter.com](http://www.knowledgepresenter.com)

[www.wbtexpress.com](http://www.wbtexpress.com)

[www.elearning-authoring.com](http://www.elearning-authoring.com)

## What is m-learning?

M-learning, or "mobile learning", which is now often called "mLearning" has a completely different meaning for people from different countries. Although related to e-learning and distance learning, it is distinct in its focus

on different ways of transferring knowledge and how to learn from mobile devices. One of the ways to identify mobile learning: it is a science that is possible in every town, in every situation, but it always uses the learning

opportunities offered by portable technologies. In other words, simply, the mobile learning reduces the restrictions on space science, where at any given time to find the overall mobility devices.

The term covers: learning with portable technologies, where the focus is on the technology (which could be in a fixed location, such as a classroom); learning across contexts, where the focus is on the mobility of the learner, interacting with portable or fixed technology; and learning in a mobile society.

M-learning is convenient, in the sense that it is accessible virtually from anywhere (you can learn in

any time, and in any place – car, bus, train, home etc.) which provides access to all the different learning materials available. With this kind of learning, gaining knowledge is flexible and engaging, almost without limitations regarding time and place for learning. At this moment m-learning is still not very popular due to technical limitations but, as time and science dictates will become common place in society, as well as e-learning. The European Commission has recognised this potential and started to finance the projects supporting and promoting m-learning.

See more about m-learning:

[www.m-learning.org](http://www.m-learning.org)

[www.educause.edu/M-LearningandMobility/12397](http://www.educause.edu/M-LearningandMobility/12397)

[www.m-learning.mobi](http://www.m-learning.mobi)

[www.elearnopedia.com/mlearning](http://www.elearnopedia.com/mlearning)

## Get to know SMARTPHONE

A smartphone is nothing other than a mobile phone, which however, is unusual because it offers more advanced features than a typical mobile phone, almost always it has PC functionality. There is no specific, unambiguous definition of what is a smartphone. For everybody everyone it means something else. For some a smartphone is a phone that runs, stimulates the work of a full operating system software whilst providing a standardised interface and platform for developers. For others, a smartphone is simply a phone, which has advanced features, such as e-mail and Internet capabilities and / or a full keyboard. We can therefore say that the smartphone, is a miniature computer, because all the features, which meets the computer are included in the smartphone.

There is no agreement in the industry about what a smartphone actually is and definitions have changed over time. According to

David Wood, EVP at Symbian, "Smart phones differ from ordinary mobile phones in two fundamental ways: how they are built and what they can do."

Smartphones may serve to identify many of the data or add your own thoughts, ideas, write their own operating system, often providing us with the addition of its own innovation (for example, more accurate data, the connection to the network, entertainment, games) - Smartphone applications may be "invented" by the manufacturer of the device, the network operator or by other third parties such as the developer, or individual users, because the operating system is always open to new innovative ideas. One common feature to the majority of the smartphones is a contact list able to store as many contacts as the available memory permits, in contrast to regular phones that has a limit to the maximum number of contacts that can be stored.

See more about smartphones:

[www.smartphone.net](http://www.smartphone.net)

[www.smartphonetoday.com](http://www.smartphonetoday.com)



iPhone by Apple – new generation phone

## Development of the project

The first meeting in LearnIT project took place 15<sup>th</sup>-16<sup>th</sup> December in Rzeszow, Poland. The next is planned for 14<sup>th</sup>-15<sup>th</sup> May in Rome, Italy.

To this time partners will develop the project, one of the first activities will be creation of the project's website [www.learnit-ict.eu](http://www.learnit-ict.eu) with logo, elaboration of criteria regarding smartphones, dissemination and an exploitation plan and didactical transfer plan.

The project will be promoted among its target group by leaflets, posters and this newsletter. Moreover in every partner's country there will be chosen a group of enterprises and organizations which will stay informed about the project – by direct method (face-to-face), by phone and e-mail.

This newsletter will be published every three months starting from January 2009. The next number will be available in April.

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