

# PRESS KIT

iEducate - Learning through technology



Education and Culture DG

Lifelong Learning Programme

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### Project Summary

The iEducate project will transfer learning technology innovations developed in European and other projects which were originally developed for and with learners to vocational education and training professionals (VETPROS) across Europe through experiential approaches including an e-learning course on Learning Technologies with accompanying book, a virtual teacher training island in Second Life with virtual workshops and resources, an interactive web 2.0 Website and 'live' training courses.

A reciprocal arrangement will be made whereby VETPROS in receipt of training/support will be encouraged to provide ideas on how they have implemented technologies in their learning for use by others, thus forming a continuous cycle of exchange and transfer across Europe. The partnership is made of up six partners from the UK, Sweden, Bulgaria, Hungary, and Germany and combines a wide range of complementary skills and expertise including expertise on technologies for learning/e-learning, access to vast numbers of VETPROS across Europe, research and evaluation and experience and contacts to facilitate an effective dissemination/valorisation process.

The purpose of this project - funded by the EU programme Leonardo da Vinci - is to educate vocational teachers in a range of e-learning methods, innovations and technologies to better prepare them for a rapidly changing workplace and, hence, to connect them with a new generation of learners.

Vocational teachers and trainers can also participate in our thematic working groups to exchange ideas and experiences with European colleagues in the area of:

- Self employment and enterprise.
- Media, language and communication.
- Culture and heritage.
- Disability and special needs.

The project is also organising transnational meetings. It is the aim of every project meeting to involve national stakeholders, teachers and trainers, people from IT companies etc for an exchange about the topic. The important input given will support the team members in their work and guarantee the creation of customised and useful offers for vocational education.



### UNITED KINGDOM

[www.e-learningstudios.com](http://www.e-learningstudios.com)

e-Learning Studios, a division of Research House UK Ltd, provides a comprehensive package of solutions to assist in developing effective and engaging e-learning courses and other e-learning materials and facilities. We provide authoring tools for organisations to develop their own e-learning courses, Learner Management Systems (LMS) to help manage their learners and instructional design to help develop the perfect course.

### Knowing:hand

[www.knowinghand.co.uk](http://www.knowinghand.co.uk)

Knowing Hand Ltd provides complete solutions for all aspects of virtual world design and development; including training, consultancy, strategic development, project management, design, build, promotion and technical support. Virtual worlds are part of the evolution of the Internet from Web 2.0 technologies and practices. KH's strength is in providing teaching environments in Virtual Worlds and creating conditions for simulation based learning using 3D technology.

### SWEDEN



[www.tinta.nu](http://www.tinta.nu)

Tinta Utbildning Ltd is a daughter company of ABF North Greater Stockholm. ABF is Sweden's longest established company for public education for adults. The aim of forming Tinta educational company was to spread the long established "folkbildning" or public educational methods of the mother company to new areas of concern. Tinta has extensive experience of coordinating and partnering EU projects.

# iEducate

## PROJECT PARTNERS

### HUNGARY



<http://www.civilradio.hu>

Founded in 1995, Civil Radio is committed to developing spaces for citizen's participation in broadcasting. Civil Radio delivers educational courses on culture and media based on its experience and contacts. Training courses in the field of "technical radio skills, information technology and media literacy" are offered four times a year. During the last two years the above courses and also general communication studies were offered for people with disabilities in cooperation with the "Handicap Foundation".



### BULGARIA



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

Future 21 Century Foundation has been running its own Regional Academy since 2001. It educates networkers (CCNA, CCNP); programmers (Java); hardware specialists (IT Essentials). Nowadays the foundation manages a wide network of highly qualified IT professionals situated in Bulgaria and abroad. The foundation initiates and participates in a variety of ICT projects, including infrastructural ones. It provides IT consultation and outsources a lot of services: programming, remote access and management of net devices, management of VoIP services, etc.

### GERMANY

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[www.wisamar.de](http://www.wisamar.de)

Wisamar Bildungsgesellschaft provides consultancy and coordination of educational projects, mainly on a European level and is accredited by the German Institute for Adult Education for carrying out competence analyses used by individuals and also by employers for assessment of the employees and further education planning regarding soft skills. Wisamar has extensive experience in dissemination activities for VETPROS and is a member of a wide range of networks and associations across Europe.

# iEducate

## THEMATIC WORKING GROUPS



Introducing some of the exemplar work from two of the thematic working groups within the iEducate project:

### **Media, Language and Communication**

The Hungarian project partner Civil Radio as the leader and main coordinator of the Media, Language and Communication theme working group has started its local activities with a survey of the Hungarian adult educational centres - including their needs, methods and teaching techniques. They found three things which could be very useful, especially in teaching languages or media and communicational skills:

1. Creating e-learning materials that help students to get to know the technical usage of media tools (how to use microphones, sound/video recorders, video/sound editing software, how to use web2.0 tools). Creating other e-learning materials to develop different media skills: oral practices, radio skills, master strokes.
2. Creating a website to host education materials, curriculums, e-learning materials (visitors can easily find the course they need in order to develop their skills).
3. Creating an internet radio station that contains downloadable audio materials for developing media, language and communicational skills (audio version of e-learning materials).

To support and populate these materials and the website, they are organising training for enquirers (especially for NGOs) who are open minded to use web2.0 applications, media and communicational toolkits in their activities but don't know how. Civil Radio also broadcasts a radio programme connected to the iEducate project that discusses new innovations in adult educational teaching methods, such as e-learning, digital exhibitions, Second Life, podcast, net radio or various web2.0 applications.

### **ICT and people with disabilities**

Future 21 Century Foundation, the Bulgarian partner, is the leader and main coordinator of the groups concerning ICT and people with disabilities. Through its Regional Cisco Academy the Foundation has provided various ICT courses for hundreds of people with different disabilities. Joining the iEducate project, the Foundation aims at obtaining from the leading project partners advanced know-how how to manage e-courses and virtual classes in Second Life. It also shares experience in working with disabled people. Despite of the shortage of the available specialised equipment, there are dozens of very successful students with disabilities such as ICT instructors, blind developers of internet radio, blind programmers, online English teachers, designers etc. The combination of advanced technologies for e-learning and the gained experience of teaching of people with disabilities will support other VETPROS to make their courses available for people with disabilities.

# iEducate ISLAND IN SECOND LIFE®



## Virtual Worlds

In a *virtual world* such as Second Life, learners can experiment, plan and solve problems, negotiate, collaborate, evaluate, learn from mistakes and take risks while acquiring a wide range of life and employability skills, improved self-esteem and learning in a real way. Learners can interact with environments and personalities in ways that can be difficult to manage for a large group in traditional training.

## iEducate Island

The iEducate island was initiated as a platform for the partners of the iEducate project to work together on project outputs based in Second Life (SL). In addition to virtual partner meetings to organise, plan and discuss the progress of iEducate, the SL island also offers virtual classrooms, a European museum, F21 Cisco academy, sandbox and orientation areas as well as a training centre. This new resource will allow for example educators at F21 to use their existing teaching materials in a 3D virtual world setting. Courses being delivered from their office in Bulgaria via the iEducate island will include CCNA, CNP, SUN Microsystems and Java programming.



## FREE WORKSHOPS

- E-learning
- YouTube
- Podcasting
- Second Life
- Serious games
- Digital Exhibitions
- Mobile learning technologies
- Digital Surveys
- Internet Radio
- Radio
- Technology for people disabilities
- Digital CVs



## Get better connected with a new generation of learner – Did you

- know that second life is more than a game?
- know that you can experience St. Peter's Basilica without being there?
- ever think how easy it can be to use e-learning to speak the same language as your students?

## I-Educate – Learning through technology

A project for vocational educators funded with support from the European Commission

### Get Free Training & Workshops on:

- e-learning
- YouTube
- Podcasting
- Second Life
- Serious games
- Digital exhibitions
- Digital C.V's
- Technology for people with disabilities
- Mobile learning technologies
- Digital surveys
- Internet Radio
- Radio

Vocational teachers and trainers can now have the opportunity to learn about how to develop e-learning and other technologies for teaching in the new EU funded project I-Educate.

The purpose of this project is to educate vocational teachers in technologies and innovations for learning and prepare them to get better connected with a new generation of learners.

Besides, participate in our **thematic working groups** to exchange ideas and contents with European colleagues on

- Self employment and Enterprise
- Media, Language and Communication
- Culture and Heritage
- Disabilities and special needs

The ambitious Leonardo da Vinci I-Educate project is carried out by six partners from the UK, Sweden, Bulgaria, Hungary and Germany.

For more information about the project or to register please visit: [www.i-educate.eu](http://www.i-educate.eu)

This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



# iEducate CONTACT



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OR CHECK THE WEBPAGE:

[www.ieducate.eu](http://www.ieducate.eu)