PROJECT PARTNERS

- UNIVERSITY POLITEHNICA OF BUCHAREST
- INFOART
- EUROPEAN TRAINING CENTER
- MULTIMEDIA SUNSHINE
- UNIVERSITY OF PATRAS
- UNIVERSITY VALAHIA OF TARGOVISTE

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MENUET – Mobile E- Novative Use of E- learning Technologies
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Mobile E-Novative Use of E-learning Technologies

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The MENUET Project

Introduction

The project "**M**obile **E**-**N**ovative **U**se of **E**-learning **T**echnologies (**MENUET**)" is based on the experience and innovative ideas developed in the frame of the project "*Effective Didactical Use of E-books/E-textbooks as Innovative Delivering Media*" (**EDUET**) and "*Innovative E-Learning Content for the Modernization of Environmental Education and VocAtional Training in Europe*" (**ELEVATE**) by MULTIMEDIA SUNSHINE LTD., U.K.

Objectives

One of the main aims/objectives of the project is to study all relevant didactical concepts and methodologies in the field of mobile computer technology based learning, as well as in cognitive science. Another objective is to enlarge art and skills for teaching in the m-Learning era to develop and design on-line multimedia - rich content, on-line training resources and provide on-line test procedures.

Marketing Text Despite all the efforts and Investments the international community is undertaking, the energy and environmental pollution crises are gathering speed. The "eco-" related subject matter areas are still not well "covered" by the relevant e-learning content and methodology and "environmental" teachers and VET trainers need strong technological support to "catch" up with other common teaching subjects. The "e-Commerce" subject is also a subject of great importance, especially in the current global situation of economic crisis.

The E-Books

The **MENUET** project responds to these needs with 4 courses on Environmental Protection, e-Commerce, Basics of Web Design and ODL Techniques. The last two courses provide the latest knowledge and technologies that can be used to develop and publish e-Content, especially for mobile devices. The project offers also guides for relevant didactical concepts and methodologies developed in the field of mobile learning, computer technologies & applications.

EcoSquads

The main theme of the **EcoSquads** game is ecology – in detail: enforcing the idea of a man-made clean environment, instead of a man-made pollution zone. The game is based on controlling several teams of units (see below) which look to convert polluted landscapes into clean ones, by "fighting" against the main sources of pollution (like factories, landfills, power plants etc.) which affect water, ground and air, either by conventional means or by radiation.