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NET

New Approach in Educational Technology

NET

Nowadays, in order to design new educational orientations and resources to develop innovative environments in education, efforts are being made to provide education in the form of formal, informal or nonformal aiming at disseminating e-life cultures from pre-primary education institutions to tertiary education and to ensure its continuity. Today, there are lectures on computer usage in schools, everyone is being encouraged to own a computer and the lessons are trying to be given by computer support. In addition, computer-based education practices and internet-based projects have been developed in schools to develop student-centered teaching transfer studies from teacher-centered.

RECENT EVENTS

NET project has started! On 16-17 of January 2020 the first meeting of our project took place. Meeting took place in Nitra, Slovakia with participation of representatives of all partners of the project from Slovakia, Poland, Turkey, Greece and Italy.

Kick off meeting was devoted for presentation of the project's aims and objectives as well as for development the work plan for entire project. The most important issues were set for the first 6 months of the project implementation. According to the application partnership will work on the first IO for 6 months and discuss next IO during the next meeting in Catania, Italy at the beginning of June 2020.



Shortly about project:

The NET project has many innovative aspects and will bring several novelties to school education.

The main innovative aspect of the project is its overall approach to offer teachers at the primary school to design and create immersive learning and educational procedures on their own domain of courses with the utilization of advanced ICT. Specifically, the project aims to develop learning materials in the area such as writing learning scenario for virtual worlds; to design virtual world; to design of interactive animations and 3D modelling; coding mobile application and implement the principles of gamification and how to design educational game.

What next?

After elaboration first part of the Intellectual output 1, we will begin work on the second part which is training content. It will focus on development of the high quality training content for NET target group. This work will be realized another 6 months and will contain development of the content and complex testing by the school which are partners of our project.

Coming events

04/06- 05/06/2020
2 ND CONSORTIUM MEETING

Partners agreed to meet next time in Catania, Italy and discuss next intellectual output development. During this meeting partners will share also their opinion about first period of the project lifetime.

PROJECT PARTNERS



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