Welcome to i-CONTENT

i-CONTENT aims to serve Trainers and VET providers (mainly SMEs) delivering non-formal initial and continuous VET courses who wish to transform the typical classroom led course delivery into an online interactive gamified learning experience (asynchronous and synchronous learning) allowing them to meet current market needs and enabling them to target the global market.

CONTENT

Aims:

1 Establish a comprehensive framework enabling educators to transform courses into an online gamified interactive experience

2 Capacitate educators to transform classroom led content into digitalized interactive content for synchronous and asynchronous learning.

3 Capacitate educators to adapt traditional teaching methods into dynamic online asynchronous learning content by using open source LMS and gamification techniques.

4 Enhance the use of gamification in Online Courses.

5 Promote synchronous and asynchronous Learning in Europe.

6 Enhance access to quality learning for disadvantaged groups and people living in rural areas.
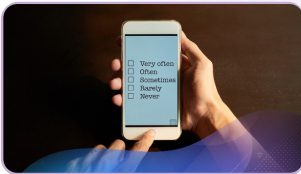
Results:

IO1: i-CONTENT DESIGN: A Guide for the design phase of an interactive online course

IO2: i-CONTENT INTERACTIVITY: A Toolkit for the creation of interactive content

IO3: i-CONTENT GAMIFICATION: A Toolkit for the gamification of an online course

IO4: i-CONTENT Online Course

IO5: i-CONTENT Platform

CONTENT

Programme: Erasmus+

Key Action: Cooperation for innovation and the exchange of good practices

Action: Strategic Partnerships for vocational education and training

Project Title: A Toolkit for Educators and VET providers for the design and development of online interactive gamified content

Start Date: 01/10/2020 **End Date:** 30/06/2023

More:

Łukasiewicz
Institute for Sustainable Technologies

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