2nd Press Release

i-CONTENT, a toolkit for designing and developing online interactive content

The i-CONTENT project aims to provide educators and VET providers (mainly small and medium-sized enterprises) providing non-formal initial and continuing Vocational Education and Training (VET) services, with all those tools to create interactive online lessons but also learning games, for use on asynchronous and modern learning platforms.

The first deliverable of the project, the i-DESIGN guide, a guide to the design phase of an interactive online course, is ready. The guide describes the process of designing an online course, starting with how to define the objectives and learning outcomes of the course, how to choose what should and should not be included in the content, how to develop the structure of a course (modules, learning modules, etc.), how to create an exciting and consistent plan throughout the lesson, how to apply navigation rules and how to plan in advance, all the parameters, so that the lesson becomes interactive and a game for to maintain his interest. The i-DESIGN guide is available for download on the project website.

At the same time, the two other important deliverables of the project have reached the completion phase. Deliverable IO2: i - CONTENT INTERACTIVITY, Toolkit for creating interactive content and Deliverable IO3: i-CONTENT Gamification: Toolkit for the gamification of an online course.

The i - CONTENT INTERACTIVITY toolkit includes a list of open source software, free software and low cost software, as well as plugins for creating interactive content. It also includes a set of tutorials on how to use them, download links and examples on how they can be combined on an LMS or CMS platform to get the most out of them.

The i-CONTENT GAMIFICATION toolkit includes a selection of add-ons for the purpose of gaming online lessons. It also includes a set of training guides on how to use them, download links and examples or case studies on how they can be used on an LMS or CMS platform to get the most out of them.

Once completed the toolkits will be available for download on the project website.

The project partners have already started designing the next step in deliverable IO4, an interactive online course that aims to teach creators how to design content, how to make it interactive, and how to introduce gamification to asynchronous online learning. Content will be developed using the suggested tools, add-ons, free software, and low-cost software that have been identified, tested, and documented in IO2 and IO3.

More information can be found on the project website http://icontent.projectsgallery.eu