

Learn how to create an interactive gamified learning experience with 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.



i-CONTENT Online Course:

An interactive online course aims to teach the course creators how to design content, how to make it interactive, and how to introduce gamification in online asynchronous learning. This course also serves as a demo where you can see the application of what is been described in the three preceding outputs:

I01 - A Guide for the design phase of an interactive online Course

I02 - A Toolkit for the creation of interactive content

I03 - A Toolkit for the gamification of an online course.

The course is available in all partner languages (Greek, Italian, Polish and English) and consists of 5 Modules:

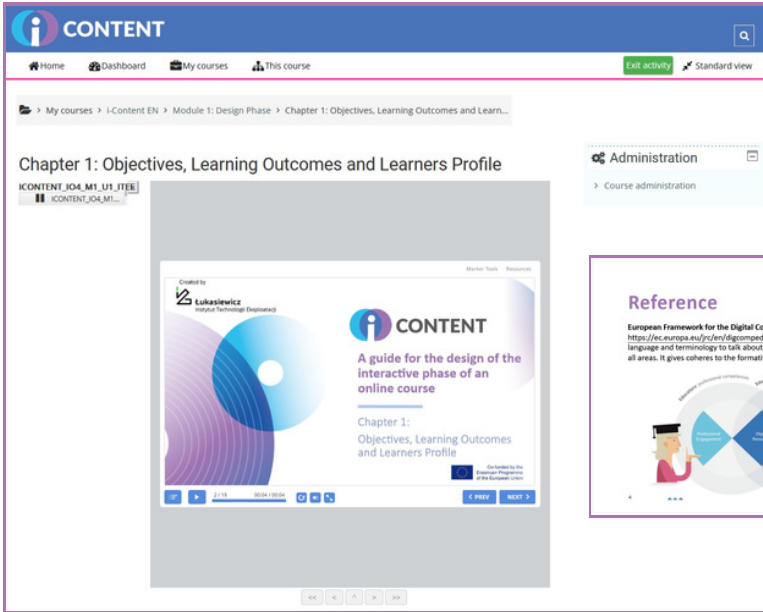
Module 1: Design Phase

Module 2: Creating a Course with i-Spring

Module 3: Developing a Course with H5P, Shotcut and Audacity

Module 4: Moodle Plugins

Module 5: Plugins for gamification



My courses > i-Content EN > Module 1: Design Phase > Chapter 1: Objectives, Learning Outcomes and Learn...

Chapter 1: Objectives, Learning Outcomes and Learners Profile

Administration
 > Course administration

Created by Lukaszewicz Technical Pedagogical Experience

iCONTENT

A guide for the design of the interactive phase of an online course

Chapter 1: Objectives, Learning Outcomes and Learners Profile


Go back to the European Framework of the European Union

2:18 00:04:00:04

PREV NEXT

Reference

European Framework for the Digital Competence of Educators (DigCompEdu) – <https://ec.europa.eu/pa/en/digcompedu> DigComp Framework provides a common language and terminology to talk about and design projects on digital competence in all areas. It gives coherence to the formative actions and learning offer.



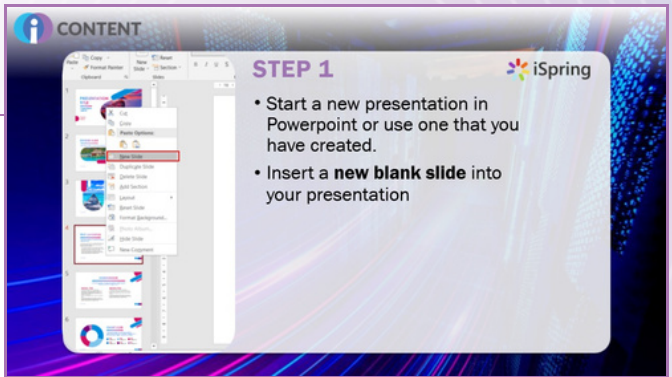
Grade 41 %

Z	I	Z	M	P	O	A	P	R	M
Q	E	R	R	R	M	P	O	O	W
N	N	T	M	M	A	E	W	W	E
Q	U	I	Z	M	A	K	E	R	E
P	O	A	C	O	O	M	R	O	P
E	P	O	R	O	W	A	P	I	O
P	O	S	Z	M	S	C	O	R	M
P	C	O	R	N	T	O	I	R	P
T	W	E	R	S	C	M	N	P	O
E	Z	M	P	M	A	P	T	E	R

End of game Print

- The name of the software that collaborates well with iSpring
- The name of the file type when you publish a course for LMS

Answer
 Answer



STEP 1

- Start a new presentation in Powerpoint or use one that you have created.
- Insert a **new blank slide** into your presentation

Project results:



I01

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



I02

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



I03

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



I04

i-CONTENT Online Course



I05

i-CONTENT Platform

Details:

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:



Co-funded by the
Erasmus+ Programme
of the European Union



This project has been funded with support from the European Commission. The publication [communication] 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.

