# CONTENT

2nd Newsletter

6 December 2021

Second newsletter - Introduction

This is the second newsletter of **i-Content project**, in a series that is published to keep you updated about project's important news from the partners, results and further steps.

This newsletter will give information about the past months in the project (from June 2021 until December 2022).

The past months, all countries in the world continue having extraordinary times. Countries are still affected and suffered because of the corona virus with following public health measures to limit the spread of the pandemic.

The partners in the project have of course, also been affected, and the project also. However, all partners have adapted the work and the activities to the situation and hopefully now, we start to see once more light in many countries concerning the situation.

All partners had to adjust their work in the new situation. During the previous period, partners were working mostly from home. Some of the activities in the project were postponed. However, the partners managed to meet and work online, and the telework has shown to create new opportunities these days. The work has continued and the partners have been working with the outputs.

Intellectual Output 1

i-DESIGN

A guide for the design phase of the interactive phase of an online course
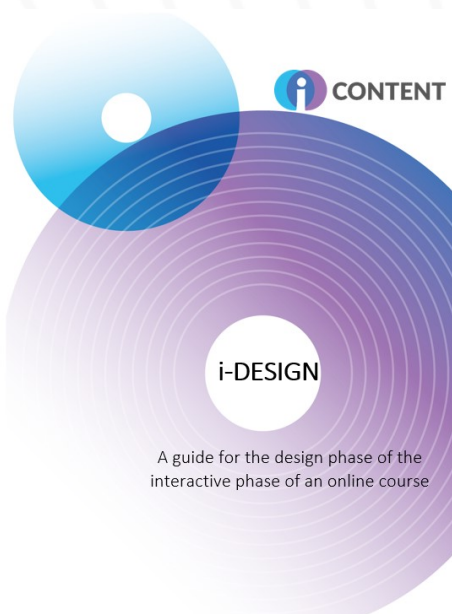
In the previous period, the partners from Poland (ITEE), the United Kingdom (RINOVA), Greece (BEE GROUP), Italy (GRUPPO4) and Cyprus (EDITC) worked and completed the first deliverable of the project.

The **i-DESIGN guide**, **A guide for the design phase of the interactive phase of an online course**.

The guide describes the process of designing an online lesson, starting with how to set the objectives and learning outcomes of the lesson, how to choose what should and should not be included in the content, how to develop the structure of the lesson (modules, learning modules, etc.), how to create an exciting and consistent plan throughout the lesson, how to implement navigation rules so that students are easy to follow and how to plan in advance, so that the lesson becomes interactive and

playful enough to maintain the interest of the weak.

The **i-DESIGN guide**, is available for download at the project's website.

Working on Intellectual Output 2

During this period partners worked on the development of the second output, **IO2: i – CONTENT INTERACTIVITY, A Toolkit for the creation of interactive content**.

This output is a toolkit that will provide the target groups with guidance, tools and practical examples for creating interactive content and SCORM content for an LMS and CMS platforms using a set of open source software, free ware and low cost software.

The i – CONTENT INTERACTIVITY toolkit include a selection of open source software, freeware and low cost software, plugins for the creation of interactive content and teaching and classification based on the software's capabilities a set of comprehensive training guides on their usage, links to download and examples on how various software may be combined in an LMS or CMS platform to achieve desired results.

ITEE, BEE GRPOUP, EDITC, and GRUPPO4 having extensive experience on the development of interactive tools, platforms and online courses, involved in the development of this output. RINOVA was responsible for proofreading the deliverable in the English Language.

Partners identified at least 50 open source, free ware and low cost software, plugins for the creation of interactive content such as interactive videos, assessments, quizzes with hotspots, word banks, matching, put in the right order, memory games, drop down lists, fill in the banks, video recording and making, cartoons creation etc.

Each partner created a report listing the name of the software, link to download, and its capability and compatibility. These reports circulated to all partners for peer reviewing and through a followed webinar each partner presented its findings. At the end of the webinar the partners decided which are the most useful, complete, easy

Working on Intellectual Output 3

During this period partners also worked on the development of the third output, IO3**: i-CONTENT Gamification: A Toolkit for the gamification of an online course.**

This output is a toolkit that will provide the target groups with guidance, tools and practical examples for creating gamifying online courses through the usage of plugins for LMS and CMS platforms. They are easy to use and understand making the learning process fun and motivating.

The i-CONTENT GAMIFICATION toolkit will include a selection of plugins for the purpose of gamifying online courses, a set of comprehensive training guides on their usage, links to download and examples or case studies how these plugins may be used in an LMS or CMS platform to achieve gamification. .

ITEE, BEE GRPOUP, EDITC, RINOVA and GRUPPO4 contributed to the development of this output. EDITC and RI-NOVA have worked on a number of projects where gamification was introduced in the learning experience.

Partners identified at least 30 plugins and low-cost, free, or open source code software that can be used for the gamification in learning and create a report listing the name of the plugins, links to download, a short description of what these plugins can do (points award system, leader boards etc), compatibility (works in which CMS and LMS Platforms).

Each partner created a report listing the name of the plugin, link to download, and its capability and compatibility. These reports circulated to all partners for peer reviewing and through a followed webinar each partner presented its findings. At the end of the webinar the partners decided which are the most useful, complete, easy to use and compatible with various LMS and CMS platforms.

In the next period each partner will develop a guide for its plugins and these guides will be the base for the development of the final toolkit. Next he toolkit will be translated in partners language and at the end the leading partner will transform the toolkit in an interactive tool in all partner languages which will be available on the i-CONTENT platform.

i CONTENT

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Partners

EdiT.C
EDUCATION & INFORMATION
TECHNOLOGY CENTRE

GRUPPO 4

bee group

RINOVA
innovate, create & regenerate

Erasmus+

Learn more about the project at http://icontent.projectsgallery.eu