

# **Newsletter no. 6**

**30 June 2023**

## Newsletter no. 6 Introduction

This is the last newsletter of our project...

The i-CONTENT project ran from October 2020 to the end of June 2023. It was a time of intensive work that continued despite the global COVID-19 pandemic. Recall that the i-CONTENT project aimed to support VET trainers and providers (mainly SMEs) running informal initial and continuing VET courses who want to transform a typical course into an interactive, gamified online learning experience. The results we developed enable adult educators to transform learning content into digitized interactive content for synchronous and asynchronous learning.

We invite you to read the i-CONTENT summary newsletter!

## Developed results

Our project consists of five Intellectual Outputs (IO) available in four languages (Polish, English, Italian, and Greek), which can be read in detail on our website ([here](#)).

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

This guide describes the process of designing an online course, specifically, how to setup the objectives and learning outcomes of the course, how to select what should and should not be included in the content, how to develop the course structure (modules, learning units etc), how to create a compelling and consistent design throughout the course, how to put in place navigation rules so that students find it easy to follow and how to make the course interactive and playful enough to maintain their interest. In simple terms this guide provides the knowledge on how to design an appealing course content and effective (delivering the learning outcomes) before proceeding to the development phase.

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

This output is a toolkit for creating interactive and SCORM content for an LMS/CMS platform (Learning Management Systems/ Content Management Systems) using a set of open source software, free ware and low cost software.

### **IO3: i-CONTENT Gamification: A Toolkit for the gamification of an online course**

The i-CONTENT GAMIFICATION toolkit includes 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.

## **IO4: i-CONTENT Online Course**

The fourth output is an interactive online course that 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 one can see the application of what is been described in the three preceding outputs.

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

## **IO5: i-CONTENT Platform**

This platform is a one stop shop for trainers to gain skills for the development of online content. The platform provides access to IO1, IO2, IO3, and online course. The purpose of this platform is to provide a single point of reference to trainers wishing to learn how to develop an online course; starting from the design of an online course, to converting it into interactive content (with or without SCORM), to gamifying the learning process.

## **5 Transnational Project Meetings**

During the project, we had to face the COVID-19 pandemic, which is why most of the activities moved online. However, this did not prevent us from finally meeting in person! Although the first face-to-face meeting took place only in January 2022, we caught up, integrated as a project team and were able to personally exchange experiences. During all meetings, we reviewed the work carried out so far, discussed current tasks and planned further actions. In total, 5 international partner meetings took place in the i-CONTENT project, which as project team mobilities are so important in the Erasmus+ programme and are an excellent opportunity to make new contacts, learn about other cultures and exchange good practices. The meetings took place on the following dates:

January 2022 – Padova (Italy)

May 2022 – Nicosia (Cyprus)

September 2022 – London (Great Britain)

March 2023 – Larissa (Greece)

May 2023 – Radom (Poland)

## Multiplier Events

In Erasmus+ projects, it is extremely important to communicate the developed results to the target group and to promote them. In order to reach the widest possible audience, each of the partners organized dissemination events during which the results of our work were presented. Such events are an excellent opportunity to confront end recipients, who in the evaluation survey assess the usefulness of the results, their attractiveness, substantive content and the possibility of using them in their work. They are a kind of litmus test for the proper implementation of the project. We are pleased to announce that the target group rated all aspects of the i-CONTENT project very well!

In addition to the pilot phase, which was part of the work on the final result (i-CONTENT platforms), in which 144 people from all over Europe were involved, 329 participants took part in the dissemination events:

- Poland – 171
- Greece – 40
- Italy – 27
- Cyprus – 50
- Great Britain – 41

## What's next?

Even though the project has come to an end, we are not done. We still have a final report to submit to the Erasmus+ National Agency. We would like to point out that despite the end of the implementation period, it is now that we can hand over the fully completed results to you. We hope you will join the ranks of i-CONTENT users and transform your traditional courses into engaging and interactive learning experiences. Please visit our [i-CONTENT website](#) and follow us on [Facebook](#). For any suggestions, questions or comments feel free to email us through the website. Let's be in touch!

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