

FIRST NEWSLETTER



Digital Roadmap for
designing online
interactive content

THE PROJECT'S AIM

In the aftermath of the Covid 19 crisis, thousands of academics around the world were forced to turn their lectures and face-to-face classes to online courses for millions of students, within a few days' notice. Thus, this Erasmus+ project came as a response to this events' turnover. It aims at preparing academics of Higher Education Institutes (HEI) to better develop and deliver their online courses, enhance learning outcomes and keep students interested and involved.



PROJECT DURATION AND PARTNERSHIP

The project started in June 2021 and is supposed to end in May 2023. The project gathers 7 partners from Europe, representing the following organisations:



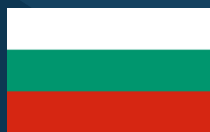
- DIMITRA EDUCATION & CONSULTING



- FOLKUNIVERSITETET



- CRES
- UNINETTUNO



- INSTITUTE FOR TRAINING OF PERSONNEL IN INTERNATIONAL ORGANIZATIONS
- UNWE



- SGGW WARSAW UNIVERSITY OF LIFE SCIENCES

THE PROJECT'S INTELLECTUAL OUTPUTS:

1. Comparative Study- that will identify the current needs and gaps for boosting the effectiveness of online HE learning.
2. Guide of Key Pedagogical Principles for effective Online Teaching and Learning- which is a combined guide introducing educators into a methodologically effective Online class.
3. iSurvive compass for Interactive & Gamified online content Creation- is concerned with combining several parameters creating a tailor-made roadmap for the educator needs.
4. An innovative MOOC-that provides a high education course of specialization in an area where skills needs are so rapidly developing.

FIRST NEWSLETTER



Digital Roadmap for
designing online
interactive content

CURRENT STAGE OF THE PROJECT

Partners have been able to assess the needs of HE academics in a way that enabled them to identify the gap for boosting the effectiveness of online HE learning. Thus the expected results of the first intellectual output were successfully achieved by developing the comparative study for all participating countries.

Partners have then developed the content for the "Guide of Key Pedagogical Principles for effective Online Teaching and Learning". This has been done while keeping the continuous involvement of HE teachers and academics.

In addition, partners have been able to work on the development of a large database of tools to be used by academics in order to help them deliver their online course.



The current efforts are focused on the usage of those tools to develop the "iSurvive compass for Interactive & Gamified online content Creation" which is considered as a roadmap tailored to guide academics in a way to help them better select the tools that suit their course best.

The previously mentioned achievements and the future steps have been discussed during the last transnational partners meeting that was held the 14th of June 2022 in Rome, Italy.

*STAY TUNED FOR MORE
INFORMATION ON THE PROJECT'S
PROGRESS, BY FOLLOWING THE
PROJECT'S WEBSITE:
[HTTPS://WWW.ISURVIVEPROJECT.
EU/](https://www.isurviveproject.eu/)*

