



Dear all,

We would like to invite you to participate in the Grundtvig in-service training course "m-Learning: Using of Learning Game Resources based on Educational Content" which will be organized by ilgreco.europole.org and will take place in Verona, Italy and Bucharest, Romania.

The course is designed for trainers and training organizations who work or intend to start working with adults, also those who would like to enrich their experience in working with adults, for adult learners, adult trainers and representatives of training organizations.

The course will provide participants with know-how and practical knowledge how to design specific programs for ICT-mobiles-supported training targeted at adults and will develop participants' e-learning design competencies according to design-for-all principles.

The course has been developed by the Institute of Mobile Technologies for Education and Culture (Lithuania) together with 7 partners from Bulgaria, Italy, Spain, Cyprus, Romania, UK and Turkey as a result of the international Grundtvig 1.1. project "ILGRECO - Implementing Learning Game Resources based on Educational Content ". The course will be offered this year in July:

14-19.07.2008 and September: **14-19.09.2008**.

Please visit the website <http://ilgreco.europole.org> for further course details.

To have your course costs covered you should apply for a Grundtvig grant at your National Agency, which usually covers all the expenses involved (Socrates Grundtvig Reference Nr. **LT-2008-020-002**).

Please note that the deadline for grant applications is **31, March 2008** and probably earlier depending on the country so be sure not to miss it. For further information, please get in touch with your National Agency. A list of National Agencies can be found here: http://ec.europa.eu/education/programmes/llp/national_en.html

To register for the course, please contact:

for the course in Verona - info@imotec.it , euro.spe@tin.it

for the course in Bucharest - adina.dragu@c PPC.ro. office@c PPC.ro

If you have any enquiries or concerns regarding the participation in the course or any related issues, please contact Vilma at vilma@imotec.it

Also, please, pass this message on to your colleagues, friends or anyone who might be interested in participating in the courses.

We look forward to seeing you in courses!

m-Learning: Using of Learning Game Resources based on Educational Content

Preparation

Pre-course information in English will be provided before the course start. All participants will be introduced with the game's web platform and ILGRECO project outputs in the project website. A preparation pack for the trainees will be published on-line at least one month earlier the course. The participants will be invited to prepare a personal presentation expressing their needs. The presentations will be object of discussion in the first day of the course. Information documents will be sent to the applicants outlining the work agenda details and the teaching method. The participants will be asked to choose a subject they would like to develop during the training session and to elaborate its content as to allow during the training to transform it into an educational product / game. The language used for the course is English with the tutoring in Italian and Romanian.

Objectives

Educators who are not yet experimenting with mobile learning (m-learning) indicates that one of the predominant barriers to educators taking up m-learning is a lack of understanding about where to start in a relatively new frontier of education. This course provides an introduction to m-learning as a method for facilitating social, connected learning practices, provides guidance for educators who would like to try out m-learning strategies and looks to the future of socially and informationally connected m-learning.

In most European countries the educational methods do not integrate m-learning in formal education. Research carried out by the ILGRECO project partners identifies the m-learning characteristics and usability in Adult Education from different point of view. The course aims:

- ☑ investigation of m-learning methods and tendencies in education;
- ☑ overview on mobile tools and open source applications suitable for educational purposes;
- ☑ acknowledge with the pedagogical and andragogical aspects of developed methodology;
- ☑ learning to use ILGRECO educational game's application and CMS;
- ☑ learning to convert didactic contents into m-learning packages that are coherent with the target learning groups abilities;
- ☑ creation video records of all course activities for sustainable using of course content;
- ☑ measure the efficiency of their knowledge transfer effectiveness during the training process itself;
- ☑ exchange best practices between each other and with the trainers regards the transfer of knowledge to others;
- ☑ developing a degree of intercultural awareness by working together with persons of differing origins.

Methodology

- providing participants with practical teaching skills, techniques and methodologies.
- participants will be encouraged and assisted to develop their own training subjects (chosen in the preparation phase) and during the training they will learn step by step to transform its content into m-learning packages; they will work individually or in groups to develop an educational product, using the technical resources provided by the organizers.
- providing an online tutoring before, during and after the course through web-group (yahoo group).
- providing a free online video tutoring through series of course records published in web.2 environment (YouTube).
- To use team-building as an instrumental tool in the training process;

Follow-up

After the course will be provided distance learning activities, established email contacts with trainers, taught self-evaluation of lessons after the training course. All participants can use online tutoring through web-group (yahoo group) and course records in video format.

The participants wishing to perfect further the learning tools and teaching instruments they have developed during the training, will have the possibility to consult via email with the trainers and to consolidate their achievements. Also the participants will be encouraged to share their experiences via the online forum that will be open on the project website.

PROGRAMME OF THE TRAINING ACTIVITIES (DAY BY DAY)

1st day

- Welcome dinner
- Introduction of the participants and their institutions

2nd day

- Welcome
- Expectations of the participants
- Introduction of the module: m-Learning methods and tendencies in education.

This module explores the newest tendencies and researches in the m-learning field. It attempts to overview the mainstream and stereotypes in order to enhance understanding about the new technology impact on education.

- Introduction to the module: Mobile devices, protocol for communication, open source applications usable for m-learning (workshop)

This module develops the participants' awareness of technology their use and could use for they daily work. It is divided into two interrelated building modules: 1. The technical specifications of the mobile devices and 2. Basic open source applications allowing to use mobile devices for educational purposes.

3rd day

- Introducing to the module: ILGRECO educational game – methodology. Examples. Learning of language through the mobile game.
- Introducing to the module: ILGRECO educational game – web and mobile graphical interface
- Practical workshop on using ILGRECO educational game

This model will present educational game structure and methodology allowing to use the same environment for different type teaching subjects. The practical workshop will develop participants' skills how to use the game's web and mobile interfaces.

4th day

- Introducing to the module: ILGRECO educational game – content management system
 - Workshop on educational content preparation for m-platform.
- This model will present educational game internal structure and teach how to use CMS based environment for different content. The practical workshop will develop participants' skills how to use CMS at teacher level.
- Social programme

5th day

- Introducing to the module: convert didactic contents into m-learning packages that are coherent with the target learning groups' abilities;
- Workshop in working teams on content development.
- Discussion: added value of the proposed system. The advantages, positive and negative aspects

The modules will help participants to identify and distinguish possesses in the organisation that contribute to ensure that educators understand m-learning approaches. Then we will look at how to use the acquired knowledge learnt from these exercises to improve teaching methods in the organisation.

- Social programme

6th day

Discussion: what can the participants use for their work in their organisations?

Evaluation of the course, self-evaluation

Certificate

Social programme

The End of the Training course