Erasmus+

Project ID:2018-1-IT02-KA203-048006

Final event

ELSE

Date| 14th- 15th JUNE 2021

Virtual event| 15:00-19:00 CET

Organizer	Else project partnership
Concept	Building on an enhanced awareness of the European indications promoting a European Higher Education Area (EHEA), the Partnership gathered around the Erasmus+ project ELSE has tried to respond to this and to many other related questions, such as: ➢ are we really teaching and learning competences at university level? ➢ how can we develop pedagogies to improve student-centredness? ➢ is technology the only answer to our teaching/learning issues? ➢ if, for example, we adopt a flipped classroom approach and use internet materials, what precisely are we to do in class? ➢ and what about assessing competences and learning outcomes at all stages? The COVID-19 crisis has caught us right in the middle of our project development. And, of course, the risk was there that the adoption of e-learning would reinforce the classical face-to-face academic lecture... But ELSE had been working in advance of that, aiming ✓ to experiment strategies to innovate Higher Education teaching methods ✓ to design an integrated curriculum where the delivery of academic content is coterminous with, and enhanced by, the acquisition of competences and transversal skills appropriate for the digital age ✓ to fill the gap in the andragogical-pedagogical training of us all as academic teaching staff. Now, at the end of our trajectory we would like to disseminate our results and present our Intellectual Outputs to universities and to schools. The ELSE Multiplier Event must necessarily be an online event (on ZOOM). Yet we will show you how you can exploit the technologies we have learnt to use in the past two years, and we will convince you about our method. We will let you put hands on our tools!

First session, 14th June 2021: 15.00 – 19.00

15.00-15.15	Registration of the participants.
15.15-15.30	ELSE coordinator's and authorities' welcome / Introduction to the activities.
15.30-15.45	Breaking the ice... online.
15.45-16.00	Presentation of ELSE Consortium: ELSE STORY, a multimedia storytelling about the project trajectory and the partners.
16.00-16.45	Presentation of ELSE project: a round table on WHAT WE MEANT; WHAT WE HAVE ACHIEVED; WHAT WE HAVE LEARNT; WHAT ELSE AFTER ELSE.
16.45-17.00	Interactive feedback: a short survey to collect first impressions and reactions.
17.00-17.15	COFFEE BREAK in kumospace.
17.15-18.15	Presentation of four Intellectual Outputs: IO1 A hypertext on the state of the art; IO3 ECORE/Serious Games; IO2 EVOLI; IO4 EDASH.
18.15-18.30	The technological issues: our learning technologists present difficulties, choices, adaptations, innovations experienced through ELSE tools.
18.30-19.00	Interactive feedback: a quiz to collect first impressions and reactions. Q&A time.

Second session, 15th June 2021: 15.00 – 19.00

15.00-15.15	Registration to the second session / Introduction to the day's programme. Group distribution into parallel ZOOM rooms.
15.15-18.00 (ab. 40' per room + 10' coffee break)	Group work: Let's put hands on our tools! SERIOUS GAMES – Let's play ELSE SGs! ECORE – Let's practise storyboarding! EVOLI – Let's flip and fly! EDASH – Let's help our learners to assess results!
18.00-18.30	Presentation of the Manuals: IO5 The teacher manual IO6 The student guidelines.
18.30-19.00	Debriefing: a questionnaire with final opinions, comments, criticisms, and evaluation of the project.
Conclusion	A satisfaction questionnaire + certificate to be sent by mail to each participant after the closing of the event.

REGISTRATION LINK