

Partner search - PROJECT OVERVIEW - 1

Proposal Name:	Game-based adaptive learning & continued assessment platform
Date of Publication:	29/03/2016
Call Identifier:	H2020-ICT-2016
Topic	ICT-22-2016: Technologies for Learning and Skills
Type of Action:	Innovation Actions
Evaluation Scheme:	One Stage
Closure Date:	12/4/2016
Proposal Outline:	<p>Multiplatform (cloud-based and mobile) environment where children master new skills via gaming and interaction with peers in game, with backend that provides analytics for parents/teachers and automatically builds tailored learning path for every student as intelligent tutor. The system will have infrastructure (authoring tools) allowing modification or creation of its content.</p> <p>The project is system of interoperable components with game-based interface and learning analytics internals. The system is to be tested through very large pilots in typical learning circumstances in several European countries.</p>
Keywords:	<ul style="list-style-type: none"> • Gamification • e-Learning • Adaptive learning • Intelligent Agents • Game Based Learning • Analytics • psychology • Education
Required skills and expertise of partner(s):	<ul style="list-style-type: none"> • Psychology of Learning, especially topics covering mastering basic skills, as numeracy and literacy, expertise in evaluating learning methodologies. • Cross-cultural communication • Game development • Animation • Experience of work with refugees
Type of partner(s) sought:	Research and educational organizations, game studios, animation studios, training centers (schools, preschooling institutions, refugee adaptation centers)
Coordinator needed:	NO
Contact	<p>Organisation: Nalanga</p> <p>Department: R&D</p> <p>Type of Organisation: Industry - SME</p> <p>Country: Belarus</p> <p>e-mail: research@nalanga.com</p>

Partner search - PROJECT OVERVIEW - 2

Proposal Name:	Historical Globe
Date of Publication:	24/03/2016
Call Identifier:	H2020-ICT-2016
Topic	ICT-22-2016: Technologies for Learning and Skills
Type of Action:	Innovation Actions
Evaluation Scheme:	One Stage
Closure Date:	12/4/2016

The project implies creation of a system will all historical knowledge available.

Currently the following problems exist:

1. A great amount of historical data accumulated;
2. The quantity of the data continues its growth;
3. It is becoming more and more difficult to percept and to learn these amounts of historical data.

Proposal Outline:

One more problem is that currently a great number of historical schools exist. They study history and accumulate data in fragments, they study single events or periods not considering them in general.

History itself is a study which requires complex understanding. Thus, BelHard's team proposes and to develop a historical cloud-based web platform so that to automate the process. The platform will serve for both keeping the existing historical data and accumulating the new historical data.

Main project goals are:

- Creating a web-based learning platform (all the data in one place);
- Making the history available for everyone;
- Making the process of learning history interesting and not time-consuming.

Keywords:

- international cooperation
- area ICT
- software educational solution

Required skills and expertise of partner(s):

- Experts in history (university research circles, history researchers)
- data visualization
- data processing
- machine translation

Type of partner(s) sought:

- Historical universities
- Historical museums
- Historical archives
- Linguistic universities
- ICT companies

Coordinator needed: YES

Contact

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