

1st Newsletter

Improving VET Distance Learning through a Gamified Asynchronous eLearning Methodology (d-ICT)

Project number: 2021-1-EL01-KA220-000024942

Implementation period: 12.05.2022 - 27.02.2024

Funding Programme: Erasmus+



D-ICT project will focus on strengthening VET educators' distance teaching skills and enhance the distance learning experience, in order to prevent drop outs. The project will deepen its knowledge about the needs of VET educators, through a second-stage bottom-up analysis and address those needs by compiling, developing and disseminating **interactive digital educational experience and tools**.

Our expected results

D-ICT project results will be the following:

1. The portfolio of **“Lessons learned” (PR1)** is a bottom-up process that will refine the needs of the VET educators and collect significant experiential educational materials, by collecting the digital strategies taken per country and the personal coping strategies to abide by the needs of COVID era.
2. The **“d-ICT e-Toolkit” (PR2)** will construct an e-book and the e-tool with cutting-edge distance learning practices and tools, that VET educators can apply in their working place.
3. The **Gamified asynchronous eLearning experience** will be an innovative interactive digital distance learning methodology, where VET educators will get familiar with the digital innovation and the interactive way of teaching via a computer.

Online vMeeting, 15th July 2022

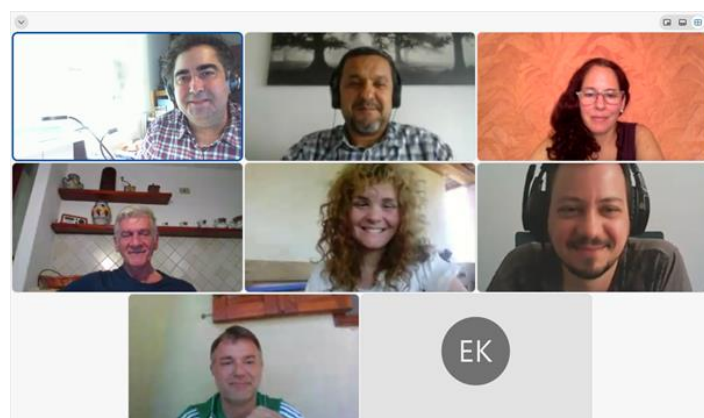
The first meeting between partners took place online. The project leader gave a short presentation of the project and project logo ideas were discussed and agreed between the Partners.



Facebook



Website



MORE INFORMATION ON THE PROJECT CAN BE FOUND ON DEDICATED SOCIAL MEDIA PAGES AND THE PROJECT WEBSITE



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