beaconing
BREAKING EDUCATIONAL BARRIERS WITH CONTEXTUALISED PERVASIVE AND GAMEFUL LEARNING

Co-funded by the Horizon 2020 Framework
Programme of the European Union
BEACONING - Grant Agreement 687676

NEWSLETTER

JUNE, 2017

BEACONING General Assembly

JUNE 20 - 23, Bucharest, Romania

At the end of June 2017, the project partners were invited to participate at the annual General Assemby in Bucharest, Romania, hosted by Advanced Technology Systems – ATS, at the National Military Circle. The objectives of the meeting were to present the updates for each work package and to discuss the development status of the components for the Alpha version of the BEACONING Platform.

DAY 1

On the first day of the meeting, the Executive Board gathered to discuss the status of all the deliverables and activities carried out so far, the key aspects regarding the risk management and ethics, the status of the initial integration testing, the standardized procedure regarding the small-scale piloting and the exploitation strategy.

DAY 2

The second day of the meeting focused on presenting an overview of the project, focusing on the main issues regarding each work package as follows:

- WP1 – Milestones and status of all the deliverables;
- WP2 – Status of the dissemination activities of each partner, including reporting on the BEACONING website;
- WP3 – New data to be collected;
- WP4 - The integration between the meta game and the context aware system, and the integration between the meta game and the authoring system;
- WP5 - A demo of the integrated components from partners to go out to the stakeholders;
- WP6 - A list of features on the BEACONING platform for informing the pilot procedure;

DAY 3

On the third day of the meeting, the partners discussed about the development and testing of the Alpha version of the BEACONING Platform (WP4 & WP5). Demo versions of the main components of the BEACONING Platform were presented along with an overview on current development status and integration issues, creating an action plan with priorities and deadlines.

DAY 4

On the last day of the meeting, the partners presented a summary of all the discussions carried out in the previous days, highlighting the pressing issues and the next objectives that needs to be achieved until the project's review meeting.

beac🔴ning
BREAKING EDUCATIONAL BARRIERS WITH CONTEXTUALISED PERVASIVE AND GAMEFUL LEARNING

Co-funded by the Horizon 2020 Framework
Programme of the European Union
BEACONING - Grant Agreement 687676

BEACONING presentation to teachers

JUNE 13, Thiais, France

On June 13, partners from ORT met with early adopters teachers in Thiais (Academia of Creteil) to highlight the BEACONING Tools, focusing in particular on the Maths Basic Algebraic Skills Missions implemented in the BEACONING Platform.

The presentation to teachers in a round table was focusing on the highlighting of the available tools that presents the students perspectives as well as the Teachers and Learning Designers perspectives.

First reactions and comments were collected and will be gathered using a dedicated on-line E-form in which teachers will express their first impressions on the Innovative BEACONING solution. The most relevant and innovative part mentioned at a first glance in BEACONING by the teachers was on the possibility to create both beacons/geolocalised quests mixed with a set of exercises combined using storytelling and narrative. This is paving a new way to teach as one of them mentioned.

DETAILS

BREAKING EDUCATIONAL BARRIERS WITH CONTEXTUALISED PERVASIVE AND GAMEFUL LEARNING

Co-funded by the Horizon 2020 Framework
Programme of the European Union
BEACONING - Grant Agreement 687676

BEACONING at #DisruptiveBytes

JUNE 09, Coventry, UK

In the spirit of collaboration amongst the different EU-Funded projects, Coventry University organized a short lunchtime seminar to highlight the work that we have been carrying out within the game-based research and innovation domain. The #DisruptiveBytes session is a regular lunchtime meetup for staff across the University. It is a great platform demonstrate relevant outcomes that may inspire them to rethink teaching and learning.

The session touched on three projects that highlighted reusable game components, new ways of developing gamified lesson planning and use of pervasive and location based technologies.

Sylvester Arnab presented the BEACONING project and focuses on 'anytime anywhere' learning by exploiting pervasive, context-aware and gamified techniques and technologies, framed under the Problem-Based Learning approach.

DETAILS

BEACONING Demo Workshop in Coventry

JUNE 09, Coventry, UK

On Thursday 8 June 2017, Coventry University hosted a workshop with a local school to introduce the BEACONING concept and demonstrate some of the components along with the lesson plan.
10 staff from the school joined the Coventry team for the day and were given an overview of the BEACONING Project, an explanation of Pervasive Games and shown the BEACONING Lesson Paths.
At the end of the session the objective for the teachers was to create a Pervasive Lesson Path through the BEACONING Editor.

BEACONING Accessibility Workshop

MAY 23, Vila Real, Portugal

The BEACONING Accessibility Workshop was held at the INESC TEC pole of the University of Trás-os-Montes and Alto Douro (UTAD) on May 23, 2017. About 15 researchers representing the consortium partners involved in the development of the user interface and mini-games participated in the workshop organized by INESC TEC's Center for Information Systems and Computer Graphics (CSIG). The event was also broadcast online through the Collibri Collaborative Multimedia Environment (https://webconf-colibri.fccn.pt/) for partners who have not had the opportunity to attend in the event.

The workshop integrated a motivation session that emphasized the need for universal access in pervasive applications, and presented the general accessibility concepts and the main guidelines for usability and accessibility in the development of web and mobile applications. During the afternoon, several hands-on examples were presented and discussed, in which participants were able experience the practical application of the concepts.

BEACONING selected within the VERTIGO program

MAY 03, European Union

The BEACONING project was successful in being selected as one of the projects to Call-for Artists in the VERTIGO program , which promotes the collaboration of artists with R&D projects in the field of ICT.

DETAILS

BEACONING Demo session

APRIL 28, Bucharest, Romania

On April 28th, ATS has organized together with the BEACONING partners and the Romanian Partnership Lab of the Advanced Distributed Learning Initiative a Demo session of the BEACONING solution. Teachers and students were invited to attend and test the pervasive approach proposed by the project. Demos of the core components of the Platform were presented.

During the session, ATS has offered a prize to the first student that has successfully completed the game "Robot Treasure Hunt" provided by Geomotion. ATS has also offered a phone & tablet as prizes for students and teachers
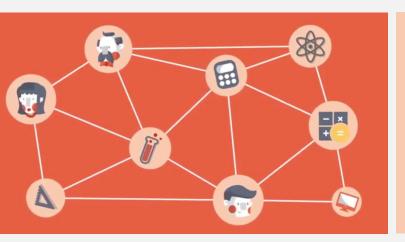
beaconing.eu   twitter.com/BeaconingEU   facebook.com/beaconing

BEACONING promo video

APRIL 04, Milano, Italy

On April 4th, partners from Imaginary, had created for BEACONING project a new promo video. The video present the project in an interactive way where you can became a part of an interactive community of teachers, students, and parents who aim to make STEM learning more fun, inclusive and grounded in reality by creating and sharing challenges that playfully connect science and technology with real people and Places! You will have fun playing, chasing clues and quests, and unlocking mini games all around your school and town, engaged in location based activities.

If you are a teacher, BEACONING allows you to connect with other teachers and learning designers to explore a growing library of adaptable learning paths in the field of STEM, or create your own according to your students' needs! BEACONING will definitely re-think the homework management supporting the creation of engaging learning opportunities in the real world, and thanks to the support of the xAPI analytics teachers will be able to keep track of their students' progress, anytime, anywhere.

VIEW THE VIDEO