The Disruptive Media Learning Lab (DMLL), Coventry University is leading the three-year BEACONING project (15 partners, €5.9 million), co-funded by the EU Horizon 2020 research and innovation programme under grant agreement No 687676.

BEACONING stands for Breaking Educational Barriers with Contextualised, Pervasive and Gameful Learning and will focus on ‘anytime anywhere’ learning by exploiting pervasive, context-aware and gamified techniques and technologies, framed under the Problem-Based Learning approach.

BEACONING sets a forefront in multifaceted education technologies through large-scale piloting of a digital learning platform that blends physical and digital spaces. It will combine opportunities for new ICTs in multiple ways that merge learning acquired in formal, non-formal and informal means, developing the skills for today’s abled and disabled learners and workforce.

In conjunction with 15 leading partners who each bring in their own expertise and technologies, both in games and education, the project seeks to pilot innovation in a real operational environment, aligning with DMLL’s ethos in disruptive media and the impact on changing mind-sets and creating new models and practices of teaching and learning.

Dr. Sylvester Arnab, Reader in Games Science, the coordinator of the BEACONING project said:

"The BEACONING project will exploit relevant techniques and technologies and innovate the way learning is facilitated. By using a gamified approach, we aim to inject the power of play that will encapsulate formal, informal, non-formal and social learning experiences within a contextualised narrative. This opens up opportunities for us to redefine and reconstruct learning in a hybrid learning space."
The Beaconing Project partners at the Kick Off meeting

THE CONSORTIUM

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To find out more about the project visit http://beaconing.eu

CONTACT DETAIL
Email: s.arnab@coventry.ac.uk
Mobile: 07795 818977