

beaconing

BREAKING EDUCATIONAL BARRIERS WITH CONTEXTUALISED PERVASIVE AND GAMEFUL LEARNING

Disruptive Media Learning Lab launches BEACONING project

Date: 26/01/2016

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.

DISRUPTIVE MEDIA LEARNING LAB

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 CONCEPT

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.

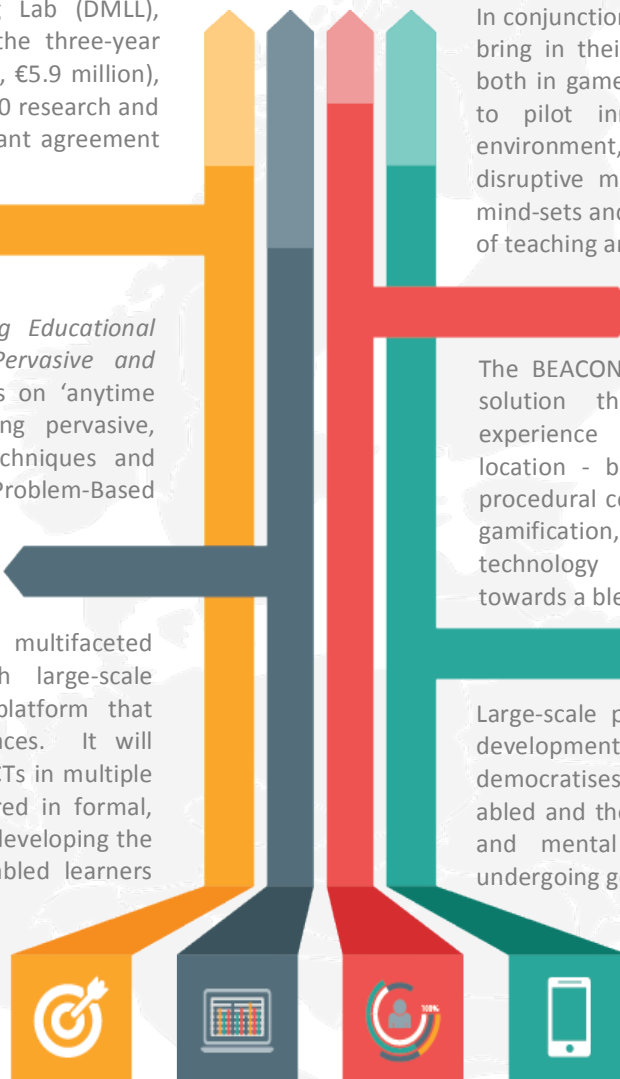
In conjunction with 15 leading partners who each bring in their own expertise and technologies, both in games and education, the project seeks to pilot innovation in a real operational environment, aligning with DMLL's ethos in disruptive media and the impact on changing mind-sets and creating new models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

15 PARTNERS

The BEACONING platform will be a ubiquitous solution that exploits advances in user experience design, mobile communication, location - based and context aware systems, procedural content generation, pedagogy-driven gamification, learning analytics and cloud technology through innovative integration towards a blended learning space.

BEACONING PLATFORM

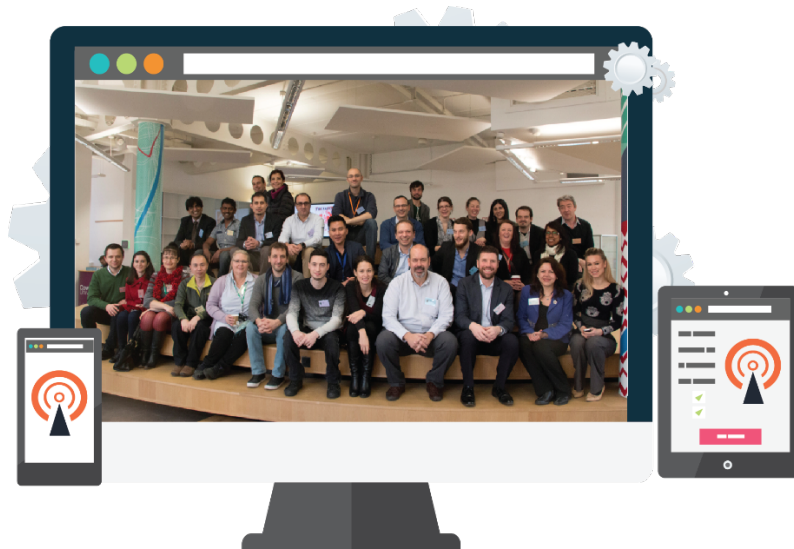
Large-scale pilots will validate and inform the development of the BEACONING ecosystem that democratises learning across and among fully abled and those with mild to moderate physical and mental impairments (age 15 to 24), undergoing general and vocational training.



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



GAMES & APPS



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

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