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

DECEMBER, 2016

BEACONING Demo Session coordinated by BIBA and Coventry University at

GALA CONFERENCE 2016

DECEMBER 5 - 7, Utrecht, Netherlands

GALA Conference 2016 is a single track conference focusing on serious gaming and gamebased learning and it was held 5-7 December 2016 in the Utrecht University. The conference was organized by University of Utrecht with the support of the Serious Games Society (www.seriousgamessociety.org).

The BEACONING project participated among other EU projects and commercial companies in the first of two demo sessions on Tuesday, December 6. The main objectives were to inform and to collect first feedback on the lessons path, the BEACONING learning ecosystem as well as one of the minigames. The feedback from the audience was quite positive as well as showed some possibilities for improvement both related to the design, usability as well as interoperability.

DETAILS
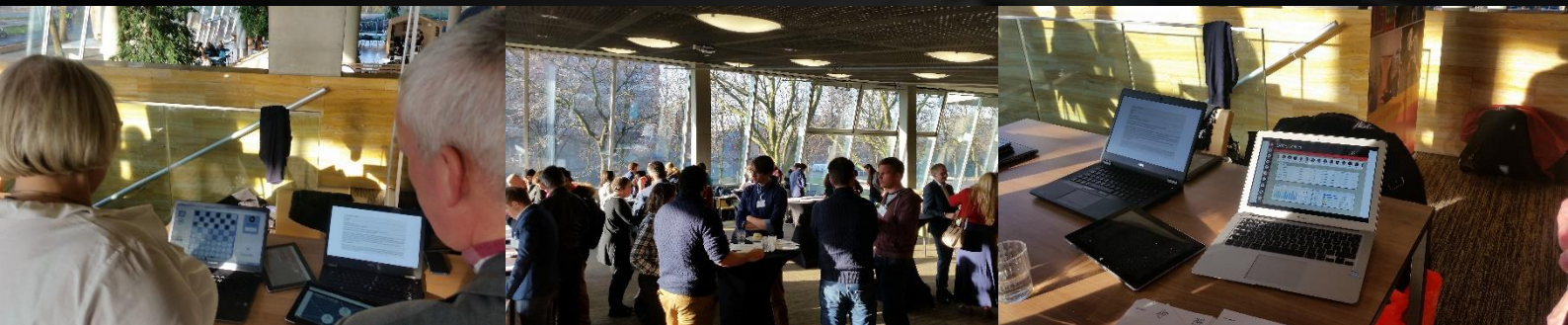
DELIVERABLES

Work Package 1

D1.2 Interim Progress and Financial Reports
D1.3 Progress Report
D1.4 Financial Report
D1.7 Data management plan

Work Package 2

D2.3 Dissemination results Y1

Work Package 3

D3.4 Interface design specification
D3.5 Game design document

Work Package 4

D4.6 Game analytics and adaption design

Work Package 7

D7.1 Technology watch

ATS has presented the BEACONING objectives and outcomes at

I/ITSEC CONFERENCE 2016

NOVEMBER 28 – DECEMBER 02, Orlando, Florida, USA

I/ITSEC, the Interservice/Industry Training, Simulation and Education Conference, is the World's Largest Modeling, Simulation & Training Conference and it was held 28 November – 2 December 2016 in the West Concourse of the Orange County Convention Center. The paper „Changing the fabric of learning content through the atomic learning approach" that ATS has prepared in collaboration with BIBA described a new approach to learning management in pervasive context, marking the shift towards new learning spaces that are reshaped based on learners' needs, performance, abilities, as well as on the learning objectives that have to be met. The goal is to enable the partition of learning content and of assessment units according to certain criteria deriving from data collected on learners, while supporting motivation and boosting performance.

The BEACONING work related to learning analytics and xAPI carried out by the UCM team that builds upon the outcomes of the RAGE Project has been discussed with the Advanced Distributed Learning representatives that have attended the conference.

More information: Learning analytics in serious games

DETAILS

BEACONING presented to stakeholders
Teachers of school of Thiais

NOVEMBER 22, Thiais, France

On November 22nd, ORT presented to the representatives for the Numeric education of one high school of Thiais (Academia of Creteil) the BEACONING gamified and pervasive concepts. We meet again to present the different mockups available fo both teachers and students.

The gamified challenges presented related to the Maths scenario were very appreciated and it was also discuss how important it would be to be able to play the BEACONING as a Team (composed usually as a group of 4 students) for reinforcing the engagement of each individuals in a team.

The whole scenario mockup as it is now will be massively sent around all ORT schools to create full awareness and engage the discussions with the different teams of teachers.

BEACONING Platform introduced by
ORT at Choisy le Roi

NOVEMBER 22, Paris, France

BEACONING platform capabilities were presented that day to the representatives of ORT school in Choisy Le Roi (Near Paris, France) , focusing on the usage of a mobile technology aiming at diffusing information to students in a gamified way.

One of the scenario, prepared by ORT: The Basic algebric skills scenario that will help students from High School struggling with basic Math concepts was presented and an opportunity to pilot it with vocational trainees in ORT Choisy was discussed to help in reinforcing trainees maths skills. Also, the geolocalisation and beacons features embeded into the BEACONING platform were presented and it emerged the possibility to create a scenario based on beacons and geolocalisation for presenting to trainees information on all the equipments needed during their 6 months training sessions; like a kind of virtual tour of the school equipments avoiding teachers to repeat again and again to all trainees the same information.

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WP 4 WORKSHOP

Platform development and ecosystem integration

NOVEMBER 3 - 4, Nantes, France

At the beginning of November, project partners were invited to attend the workshop in Nantes, France. The main objectives of the workshop were to Validate the draft of the high level BEACONING architecture, to evaluate the BEACONING User Interface designs and accessibility features , to validate the Learning Analytics design at platform level, to evaluate the key technical specifications of the platform components for the BEACONING mock-up and to consolidate the BEACONING Ecosystem based on the integration of the inventory.

DAY 1

- COVUNI – Project overview
- WP4 ATS - Work package 4 overview
- T4.3 SUCCUBUS - Game development
- T4.4 INESC TEC – Authoring tool and procedural content generation
- T4.5 HFC – Interfaces and feedback
- T4.6 UCM – Learning semantic system and Learning analytics
- T4.2 IFINITY – Context aware system and communication
- T4.7 COVUNI – Gamified lesson plans

DAY 2

- T4.1 ATS - Platform development and ecosystem integration: Discussions & Action points
- T4.2 IFINITY – Evaluation & Action points
- T4.3 SUCCUBUS – Evaluation & Action points
- T4.4 INESC TEC – Evaluation & Action points
- T4.5 HFC - Evaluation & Action points
- T4.6 UCM - Evaluation & Action points
- T4.7 COVUNI - Evaluation & Action points

GWC Best Education Project 2016

OCTOBER 25, Madrid, Spain

BEACONING Project has been nominated as a finalist for the Award of "GWC Best Education Project 2016". The winners of the GWC Awards 2016 that highlight the most innovative and representative projects related to Engagement and Game Based solutions will be announced during the GWC Awards Ceremony, after the GWC Conference 2016.

The GWC Conference 2016 will be taken place on Spain, Madrid, 26 – 27 October.

DETAILS

Interface for the BEACONING Ecosystem

OCTOBER 6, Coventry, United Kingdom

On Thursday 6th October members of the consortium met at the DMLL, Coventry University to discuss and plan the design of the Interface for the BEACONING Ecosystem. It proved to be a very creative session in which visual ideas were put forward for the meta game, dashboard, lesson authoring tool and landing pages. In order to establish the best possible approach in design going forward, selected partners are to now create a set of mock ups in readiness to present at the forthcoming workshop in Nantes for WP4. These will be both from the students and teachers perspective resulting in a more traditional layout as well as more gamified dashboard approach. Once these mock ups have been reviewed and the favoured design chosen, then work can start on integrating the numerous screens, games engine, lesson plans and analytics together to form the BEACONING Ecosystem".

SEBIT STUDY
with 100 head teachers in Ankara

Ankara, Turkey

"BEACONING approach, "Education as a Game" is presented to Turkish head teachers. 100 experienced teachers from state schools as well as from the Ministry of Education attended a half day BEACONING study in Ankara. The project concepts and the demo was introduced, following a scenario development session. This was a dry run of how life at school would be with BEACONING putting "fun" back in learning. All teachers volunteered to participate the future pilots. There was a common sentiment among teachers: it's a good idea to let students enjoy learning activities, but it's an even better idea to let teachers game on during lessons. Life at school may sometimes be boring for a teacher as well…"

STEM… a roadmap to success!
Key event addressing the recruitment of students in STEM subjects

London, United Kingdom

Hands Free Computing attended STEM…a roadmap to success! This was a key event outlining the issues faced in recruiting students to take a career in STEM subjects and how best to increase the interest and uptake of these subjects in education.

Key speakers from the world of Education, Engineering and Business were there to offer their expertise in this field. It was a perfect opportunity to introduce the concept of the BEACONING Platform right within those who work in this sector and those who have direct access to our target audience.

Some great contacts were made, with valuable knowledge and ideas on how to promote BEACONING gathered. Through the use of the National STEM Centre to spread the word of BEACONING to the introduction of the Big Bang Fair to demonstrate BEACONING to students first hand. This proved to be a great insight into the plight of STEM subjects and uptake of careers and gave us some interesting ways to show BEACONING to the masses in the future.

CELEBRATING 1 YEAR OF

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