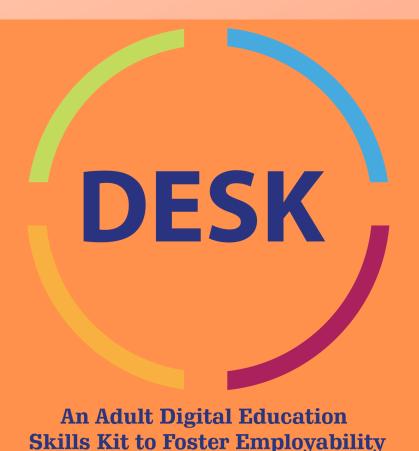Erasmus+

Newsletter #1

DESK is intended to offer adult learners an opportunity to engage in an innovative and refreshing learning environment through

improving their digital skills, and being introduced to Augmented Reality technology

DESK

An Adult Digital Education Skills Kit to Foster Employability

The 21st century is a challenging time.

Technology evolves at an unprecedented rate, and so, new implementations and uses for it arise constantly. Thus, **being computer-savvy has become a necessity** in an increasingly rising number of professions, and not just for newer ones, but for traditional ones undergoing processes of digital transition and modernization towards an Industry 4.0 model as well.

DESK is here to bridge the gap between the needs of Adult Learners and the skills offered by Adult Educators and other stakeholders in the field. It will do so **by offering the latter a comprehensive kit of resources** whereby to include digital skills, with a specific focus on Augmented Reality technology, among their teaching repertoire.

Ultimately, providing these tools to Adult Educators will in turn translate into **Adult Learners acquiring the knowledge required to use them**, therefore **improving their employability.**

Interested? Keep reading

The project:

What we want to do

What we have already done

We want to provide Adult Educators with a better understanding of digital skills and Augmented Reality as a means of expanding their expertise and transferable knowledge. Likewise, any other stakeholders in the field of Adult Education stand to benefit from including AR among their offer.

Additionally, we also want to give them the tools to integrate it in their teaching in an attractive manner, so as to make Life-Long Learning a more attractive idea for prospective beneficiaries. Ultimately, we want Adult Learners to catch up with current technological developments, thus improving their employability.

Steps

- Create a relevant Curriculum.

- Implement courseware and e-Learning content.

- Develop a set of case-studies as examples of Augmented reality usage in Adult Training.

- Develop, test and distribute an innovative Digital Adult Trainer's Toolkit.

✓ State of the Art Review on Education Using Augmented Reality.

✓ Adult Digital Education Skills Kit (DESK) Curriculum.

Meetings

Kick-off Meeting
Bucharest RO - 13/12/2018
Introductory meeting and first-contact. Project summary and initial overview of the outputs, plus division of the workload and assignment of deliverables among partners.

Second Meeting
Pila PL - 10/05/2019
Progress report by all partners concerning project outputs, setting future objectives and addressing issues. Intellectual Output 1 completed, Learning Curriculum structure set, and dissemination strategy decided

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Next steps

Our partnership

- Drafting DESK learning materials in the form of learning modules.

- Developing case studies.

- m-Learning and e-Learning course development and platform setup.

- Project dissemination activities.

- Testing

UPB-CAMIS (RO) - Research and Innovation center of the University Politehnica of Bucharest

ERA (CZ) - International cooperation projects firm.

Archon Studio (PL) - Board-game manufacturing company, specialising in miniature-driven games.

Euro-net (IT) - Non-profit association dedicated to European projects.

E-School (GR) - Adult Education Center and VET provider, specialising in ICT training.

MECB (M) - Technical consulting bureau supporting excellence and innovation.

MC2020 (ES) - Educational innovation firm developing programmes for adult learners.

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