



eSIMTRA

eSIMTRA NEWSLETTER

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The prototype of the eSIMTRA ISE

The prototype of the eSIMTRA Interactive Simulation Environment (ISE) has been launched and is now available for assessment and feedback.

The platform is accessible at the following address:

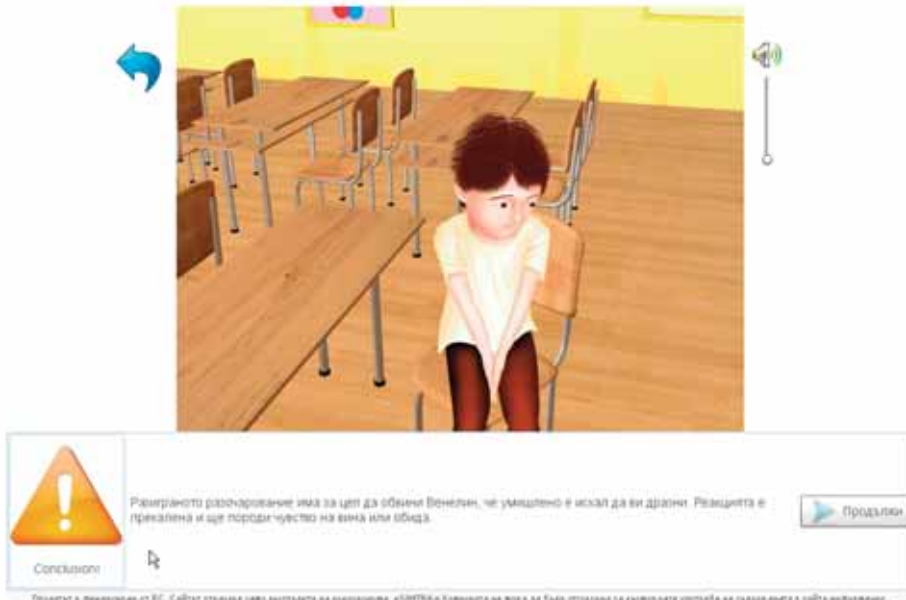
<http://sirmamedia-ftp.sirma.bg/ESimtraServer/ESimtraClient/ESimtraClient.html>.

The access to the platform requires registration.

The prototype contains two fully developed sample case-scenarios uploaded with the aim to allow testing and collecting a feedback from representatives of the project target groups.

The cases on the ISE are presented through pictured scenes, plain animation, background noises, explanations, dialogues (both written and spoken) addressing the user in a multi-sensory way that aims at presenting the situations realistically. After receiving information about the problem (the conflict) the user enters into a step by step “gaming” process which leads to the problem solution.





Conclusion

Развратното разочарование има за цел да обмисли Бенелин, че умислено е искал да ви дразни. Реакцията е прекалена и ще породи чувство на вина или обид.

Продължи

Проектът е финансиран от БС. Сайтът съдържа само материали на изобразително-художествено поле и не е да бъде отговорно за евентуално използване на платформи и сайтове свързани с него.

Each case scenario has several phases of development, which are pre-determined by the project experts. At various stages, the user has to take decisions about his/her reaction and behaviour towards the presented conflict. The choices offered to the users are pre-programmed. In accordance to the educational aims of the platform, the development and conclusion of the case is “staged” in line with different approaches of the contemporary pedagogical and psychological science. Some of the pre-programmed answers presented to the choice of the users of the ISE lead to problem aggravation. Whenever the user makes a choice which will not contribute to successful solution of the problem, he/she receives short explanation of the consequences of that choice and is requested to reconsider it.

The case-scenarios on the prototype, as well as those that are under development are based on real-life problems from the school experience. Most of them are not limited to only one type of problematic behaviour but present several different forms, which again correspond to the reality.



Under implementation is an organised testing process by representatives of the project target groups in all six project countries – Bulgaria, Italy, France, Latvia, Poland and Sweden. The feedback will be collected through on-line questionnaires. Two questionnaires were prepared and translated in all project languages – a pre-test and a post-test questionnaire. The first one intends to collect general information about the testers, such as: gender, age, computer skills, as well as about their expectations towards the appearance and contents of the platform. The second questionnaire intends to collect more detailed information about the users' satisfaction from their experience with the eSIMTRA Interactive Simulation Environment, the extent of fulfilment of their expectations, their opinion about the authenticity of the content and the interaction with the platform. Several additional questions added to the post-test questionnaire intend to inquire the opinion of the users about their needs of training which will allow them to manage conflict situations more efficiently and their potential interest towards attending a training course on these topics.

In parallel to this test, the platform is also evaluated by experts (pedagogues, psychologists) who will give their recommendations with the view of improvement of the case scenarios which are currently under development.

The results from the testing and feedback will be used by the project partners to upgrade the functionalities of the platform and to improve the contents of the case-scenarios. After the end of the testing phase the eSIMTRA ISE will be linked to the project web-site: www.esimtra.eu.

S n a p s h o t s f r o m t h e e S I M T R A p r o j e c t w o r k i n g p r o c e s s

The case scenarios on the eSIMTRA Interactive Simulation Environment are based on real-life problems from the school experience in the partner countries. The “solution” of each problem (conflict) is also based on particular contemporary pedagogical and psychological models.

All cases are focused on situations that take place in school environment considered as most uniform and, in general, lacking national peculiarities which is important with the view of the further exploitation of the platform by users from different countries.

Below: Working moments of the Italian project expert in a classroom.



During the eSIMTRA 3rd International project meeting which took place in Sopot (Poland) in November 2010 the project experts met with school psychologist and pedagogical advisor and got acquainted with some of the methods and working programs applied in the Polish educational practice. The international guests learned about the „contract” which, in case of violence, can be signed by the pupil and teacher to frame the path to solving the problem. Experts also took part in games developing communication skills and cooperation.



Below: School No 9 in Sopot – a demonstration lesson on practical methods for violence prevention.



News flash



A new multilateral project was launched to be implemented with the financial support from the EC under LLP.

The project, called "Sustaining Development in Early School Education" (SUSTAIN, ref. No 518321-LLP-1-2011-1-TR-COMENIUS-CMP) aims to gather and share through an on-line collaborative platform good practices from partner countries on developing key competences for lifelong learning in the pupils from the pre-primary and primary school stage through the employment of topics addressing the environmental thematic.

In a two-year programme (2012-2013) the project partners will be engaged in local teacher workshops and trainings, cross-implementation of different classroom practices, sharing experience and teaching materials through a project database, online communication between teachers and classrooms. In 2013 will be carried out a face-to-face International teacher training session with participants from all project countries. Following this experience up-to date teaching materials, tools (on-line database and a booklet) and teacher training program for in-service course will be created to enhance the quality and European dimension of teacher training in the partner countries.

The SUSTAIN project is implemented by the following partner institutions:

Doga Education Institutions, TURKEY - <http://www.dogaschools.com/>
Center for Creative Training Association, BULGARIA - <http://www.cct.bg/>
Valahia University of Targoviste, ROMANIA - <http://www.valahia.ro/>
Centre for Creative Development "Danilo Dolci", ITALY - <http://danilodolci.org/>

More information about SUSTAIN project you can find on - www.sustain-project.eu

eSIMTRA Partnership

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Partners:

Stockholm University, Learning Resource Centre

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Polo Europeo della Conoscenza / IC Lorenzi

Verona, Italy
www.europole.org

Universita Cattolica del Sacro Cuore, CRATOS

Piacenza, Italy
www.cratos.org

Universite de Strasbourg

Strasbourg, France
<http://ulpmultimedia.u-strasbg.fr>

Rezeknes Augstskola

Rezekne, Latvia
www.ru.lv

Centrum Kształcenia Ustawicznego

Sopot, Poland
www.cku.sopot.pl



Education and Culture DG
Lifelong Learning Programme

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For further information on the project development, please, visit the project web-site: <http://esimtra.eu>