



E-NEWSLETTER II



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INTRODUCTION



Welcome to the second e-newsletter of the Empower Digi Teach Project!

We would like to give you brief information about the current phase of the project. First, let's briefly remember the purpose of the project.

In this project, we aim to create a gamification based online learning management system with microcredential features embedded to be able to develop and support teachers' competence with designing digital learning materials for promoting deep and meaningful learning of students.

The project intellectual outputs are given below.

Output 1: Gamification-Based Learning Management System

Output 2: Micro-Credential System

Output 3: Online Learning Materials for Empowering Teachers' Teaching Skills with Digital Tools

Output 4: Online Guidelines for Teachers

Up to now, all the activities planned in the application form in order to develop the second IO and a part of IO3 were actualised completely. We have also completed our first work package (IO1) of creating a gamification based Learning Management System (LMS).

ACCOMPLISHMENTS AND PROGRESS IN TERMS OF PRODUCTION OF PROJECT RESULTS SO FAR.

Within the main purpose of the project which is to develop a gamification based learning management system with microcredential feature embedded to develop and improve teacher digital competency, we have so far accomplished following concrete outcomes;

1. IO2 which is about the development of microcredential structure for our EmpowerDigiTeach platform has almost been accomplished. Within the aim of IO2, we planned to have a mechanism for certification of badges and microcredentials, a mechanism for awarding the badges and microcredentials, and a mechanism for verification of badges and microcredentials. We now have accomplished all of these aims with the detailed structural template that will be applied to each of the lessons developed within IO3.
2. How microcredit will be integrated into course content is clarified according to the sample lesson plan. Once all learning materials are prepared and finalized, IO2 will be integrated into the Learning Management System.



3. Regarding IO3, unit names and outcomes have been decided and task sharing regarding the lesson development process among partners have been completed.
4. Eight lesson plans have been prepared and five related presentations have been completed. The rest of the content development process for IO3 will be accomplished as planned.
5. Except for two months, online meetings with partners have been held every month and processes related to the project have been discussed.
6. Project web sites, EmpowerDigiTeach platform and the project social media account are being regularly updated.

DISSEMINATION ACTIVITIES

We shared information and conduct dissemination activities about the project to the stakeholders as follow:

-CPIP Team shared information about the Empower Digi Teach project outputs at “Discussion within the European Digital Education Hubs Digital Skills Squad” online event on 10.10.2023. They reached 25 researchers and educators.

- DEÜ team designed an introduction video for ErasmusDays2023 and shared it on social media accounts on 12.10.2023.

-UOC team published a press note about the project on UOC website on 18/10/23.

-CPIP team introduced the Empower Digi Teach project at “Erasmus+ SparkLab: Creative Partnerships” face to face networking event on 19-20.10.2023. They reached 30 researchers and educators, Organizations providing educational activities, representatives of public institutions and NGOs.

-UOC team presented the Empower Digi Teach project at the “Studies of Psychology and Educational Sciences” at UOC (7th November / Barcelona) in the event titled "Who is who in Research” to 55 university teachers and researchers in psychology, education, social education and health.

-CPIP team shared information about the Empower Digi Teach project at “New Ideas for New Opportunities” face-to-face networking event on 28-29.11.2023. Target audience was 115 teachers, researchers, educators, school leaders, key stakeholders who can implement the project use, psychologists, representatives of public institutions and NGOs

-CPIP team introduced the project at “Development and Networking for a Training Evolution” face-to-face networking event on 10.01.2024. Target audience was 35 teachers, researchers



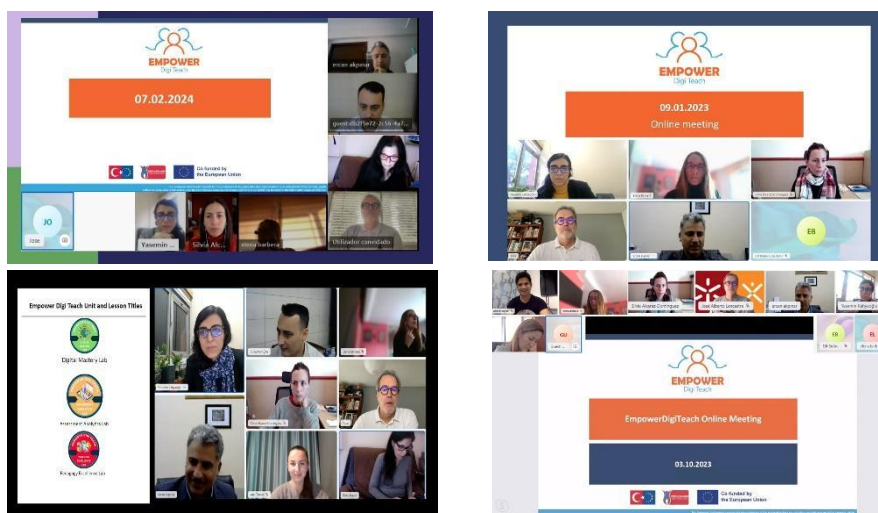
and educators, Organizations providing educational activities, key stakeholders who can implement the project use, psychologists, representatives of NGOs.

-DEÜ team shared posts on the Empower Digi Teach's social media accounts regarding the online meetings of the project. Partners reposted the content on their social media accounts.

PROJECT MANAGEMENT ACTIVITIES

Online Meetings

Between September 2023 and April 2024, we held four online meetings. The project team discussed the learning materials, gamification based LMS, publications, and project management during the meetings.



Third Transnational Meeting

The third transnational meeting of Empower Digi Project was held by Kastamonu University, Türkiye and completed with online presentations of the partners.



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For more information, please visit <https://www.empowerdigiteach.eu>



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