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Newsletter Vol. 1

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Building digital education through knowledge retention

Digital learning has come to the fore due to the Covid-19 pandemic in all European countries, as (VET) educators were forced to quickly start delivering courses online. For the majority of learners and educators teaching and learning remotely was a new experience often perceived as a considerable challenge.

Not only the changeover to virtual space and hence the development and application of the appropriate methods was needed but also the usage of engaging digital tools. Such digital tools, which on the one hand are handy and easy to operate for both – learner and educator – and on the other support and enhance the learning process were not widespread and common.

Against this background, the MobilEx project team strives to close the gaps and to develop digital solutions, which help to

- expand digital competencies among VET leaders and educators
- boost up their engagement and motivation to learn
- increase knowledge and skills retention and support learners in knowledge application

The MobilEx learning implementation system equips VET educators with learning implementation processes to design Mobile learning experience modules for any type of learning event.

The aspiration of the project team is, to create a digital solution applicable and usable for various topics and subjects and transferable to different educational and learning contexts and areas.

O1 – MobiLex Learning Implementation System

Development of an Editor for PC (for educators) and an App for mobile devices (for learners) through which an innovative learning delivery process – that will allow learners to complete their learning tasks at any time and place without requiring an internet connection – will be created. At the same time, educators will be able to adopt a learning approach that will stimulate learners' engagement and motivation to learn.



MOBILEX LEARNING IMPLEMENTATION SYSTEM
Output 1

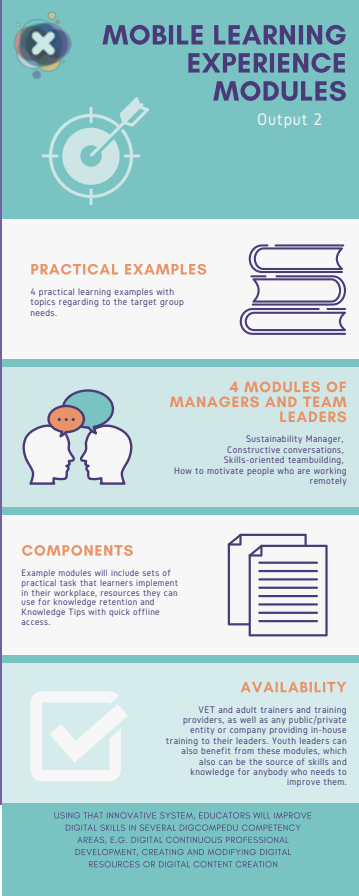
LOCATION AND TIME INDEPENDENT
A desktop editor for teachers and a corresponding mobile application for learners which is allowing to use it at any place they need it without being connected to internet.

CUSTOMIZED LEARNING CONTENT
Allowing VET educators to design learning implementation modules for almost any VET skill and competence development.

MANUAL & VIDEO TUTORIAL
Step-by-step processes and algorithms to design and redesign sets of tasks for learning implementation and knowledge retention purposes.

ATTRACTIVE DIGITAL LEARNING TECHNOLOGY
Attract more learners and to show them that learning using mobile technology could be even as or sometimes more effective than traditional.

USING THAT INNOVATIVE SYSTEM, EDUCATORS WILL IMPROVE DIGITAL SKILLS IN SEVERAL DIGCOMPEDU COMPETENCY AREAS, E.G. DIGITAL CONTINUOUS PROFESSIONAL DEVELOPMENT, CREATING AND MODIFYING DIGITAL RESOURCES OR DIGITAL CONTENT CREATION



MOBILE LEARNING EXPERIENCE MODULES
Output 2

PRACTICAL EXAMPLES
4 practical learning examples with topics regarding to the target group needs.

4 MODULES OF MANAGERS AND TEAM LEADERS
Sustainability Manager, Constructive conversations, Skills-oriented teambuilding, How to motivate people who are working remotely

COMPONENTS
Example modules will include sets of practical task that learners implement in their workplace, resources they can use for knowledge retention and Knowledge Tips with quick offline access.

AVAILABILITY
VET and adult trainers and training providers, as well as any public/private entity at company providing in-house training to their leaders. Youth leaders can also benefit from these modules, which also can be the source of skills and knowledge for anybody who needs to improve them.

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O2 – Mobile Learning Experience Modules

Design and creation of 4 MobiLex learning modules on the following topics:

1. Sustainability Manager
2. Constructive conversations
3. Skills-oriented teambuilding
4. How to motivate people who are working remotely



The MobiEx Learning Implementation System

Target Groups

MobiEx is aimed at addressing a specific target group which is formed by VET educators and organizations and learners, both inside and outside partners' organizations. At the same time, the project will address managers, team leaders, coaches, and mentors within the VET sector. Other relevant stakeholders will be reached by the project's activities, such as organization responsible for policies and development on the VET system at local, regional, national, and European level.



Mobile Learning Experience Modules

MobiEx product: MobilED App and Editor

The MobilED App and the connected MobiEx Editor are developed and in the phase of testing. Such mobile learning tools as the MobilED App and MobiEx Editor are supporting tools for education and training! Here are a few of the benefits of using a mobile app as MobilED:

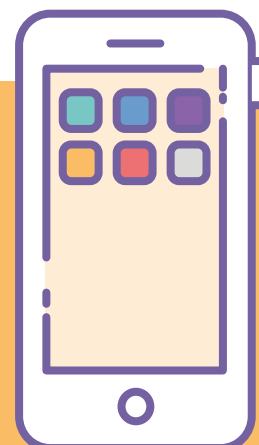
- 24/7 access – saves times and is an effective communication tool
- No need for an Internet connection - opportunity to learn anywhere and at any time
- Modern learning technique in a world with high demand of tech-skills
- Learner-centered and tailored approach
- An immersive way of studying and learning

With the help of the Editor, educators can individually design their lessons and the associated tasks. These tasks and teaching content are transferred to the App for the learners, who can open and edit them offline anywhere after a one-time download.



In order to test the Editor and the App for their intuitive design, ease of use and functionality, 20 (VET) trainers / learners from the different partner countries (5 trainers each from Germany, Italy, Poland and Greece) were identified. The participating trainers were allowed to insert teaching content into the Editor and edit and test it with the App and fill out questionnaires accordingly for quality control and data collection.

With the results and feedback, the MobiEx project team will develop the final beta version of MobilED, which will later be freely available in all partner languages.



Perception of the tool



„Easy to use and to navigate, it is an efficient app.“

„The possibility to exploit the contents offline makes the app extremely useful, while the user-friendly and easy to navigate design makes it engaging.“



What is coming next?

Starting in June 2022, the tool will be adapted based on the evaluations of the beta version test phase and set up for public use. In addition, a manual for the use of the editor and the app will be developed, and an explanatory video tutorial will be created.

In a further step, the design and creation of four different MobiLEx Learning modules will be completed.

Stay tuned!

Program:

Erasmus+, Key action 2:
Strategic Partnerships

Project lifetime:

April 1, 2021 – March 31, 2023

Project coordinator:

Fachhochschule des
Mittelstands (FHM)



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