



A Contribution to the Digital Transition in the European Water Education Sector

Serious games for digital readiness of water education

SMARTEN

This project proposes innovative practices based on serious games in education, while addressing the subject-specific of water in line with European environmental and climate goals. The serious games concept has proved its efficiency in the educational sector, mainly in the engineering domain.

SMARTEN aims to impact the higher education on water:

- Leading to a better use of digital technology, not only in teaching and learning of water subjects, but also in improving education through better data analysis and foresight
- Developing skills and competencies necessary to support the digitalization of water education
- Supporting a growing generation of water professionals who are leading the digital transformation of the water sector

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WP (2)/O(2): The Augmented Collaboration Toolkit

Led by H2O-People

Duration: 2021-09-01/2022-08-31

Summary:

Applying the augmented collaboration tools in the water sector and water education is a key step towards acquainting early career professionals and future water professionals with new and different skills for the transformation into digitalization and adapting to current challenges. COVID19 showed the need to accelerate this utilization.

The augmented collaboration toolkit will be developed to support trainers and teachers within higher education and LLL programs as a support to serious games to create the shared narrative, the skills to do their work in a digital surrounding. It is jointly designed between the academia and Lifelong Learning programs.

The toolkit is created using:

- Digital tools: Miro, GroupMap and How space.
- Collaborative skill development tools: InterVision (peer-coaching) methodology, Deep Democracy (Lewis) and Culture Mapping Tool (Erin Meyer)

The targeted audience:

A wide range of stakeholders is targeted including educators, students, practitioners, experts, specialists, decision-makers, and researchers.

The deliveries:

An augmented collaboration toolkit which connects virtual collaboration tools and tools for skill development which will support the learning experience of serious games within the water sector.

DETAILS

PROJECT DURATION

2021-03-01
To
2023-02-28

Erasmus+ Call:

KA2 - Cooperation for innovation and the exchange of good practices

KA226 - Partnerships for Digital Education Readiness

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