

EKFI

Exchange Knowledge for
Future Innovation

THE RESEARCH STUDY



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KEY CONCEPTUAL STARTING ISSUES:

The first challenges our **Exchange Knowledge for Future Innovation Project (EKFI)** has to deal with are:

- a) the description of the learning needs of both the academical institutions (VET Schools, Universities, Private Academies...) and the Cultural and Creative Industries related to the EKFI Proposal**
- b) the state-of-the-art of the standarized/open source/free-web-based technology used in the Learning environments**

a) the description of the learning needs of both the academical institutions (VET Schools, Universities, Private Academies...) and the Cultural and Creative Industries related to the EKFI Proposal

In order to get a clear picture of the learning needs, a **questionnaire** is required.

It will be filled in by:

- **every partner/country:** The Netherlands, Greece, Estonia, Belgium and Spain (Guilds and Educational institutions)
- **European stakeholders:** EGIN, Intergraf...

Institution			
Contact person			
e-mail			
City/Country		date	

MAPPING OF THE EXISTING LEARNING OBJECTS¹/ LEARNING MATERIALS PER COUNTRIES/STAKEHOLDERS

(what do we have)



Which are the main online sources when you search for knowledge contents in the CCI² field?

<input type="checkbox"/>	Google or similar search engines
<input type="checkbox"/>	VET ³ School website
<input type="checkbox"/>	Other academical institution website
<input type="checkbox"/>	Video channels
<input type="checkbox"/>	Other digital resources

Do you know any relevant Learning repository in the CCI field?
If you do, which Learning Management System is it used?

<input type="checkbox"/>	Repository
<input type="checkbox"/>	Learning Management System

Which format are the contents you use to learn online?

<input type="checkbox"/>	Video	<input type="checkbox"/>	ePub/XML
<input type="checkbox"/>	Audio	<input type="checkbox"/>	Web
<input type="checkbox"/>	Animation	<input type="checkbox"/>	Game/App
<input type="checkbox"/>	PDF	<input type="checkbox"/>	Other

Are you using mainstream global platforms/repositories such as:

<input type="checkbox"/>	Youtube.EDU
<input type="checkbox"/>	Wikipedia
<input type="checkbox"/>	iTunes U
<input type="checkbox"/>	Other resources

Are the contents you use open access?

<input type="checkbox"/>	Always
<input type="checkbox"/>	Some are restricted:

The knowledge you use is for:

<input type="checkbox"/>	Informal Learning/specific issues
<input type="checkbox"/>	Formal Learning (VET, University...)
<input type="checkbox"/>	i
<input type="checkbox"/>	Other resources

Are you using some of these learning methodologies?

<input type="checkbox"/>	Blended Learning
<input type="checkbox"/>	eLearning

¹ A learning object is a piece of learning content that relates to a learning objective

² Cultural and Creative Industries (focus on Print Media/ Multimedia)

³ Vocational and Educational Training

b) the state-of-the-art of the standardized/open source/free-web-based technology used in the Learning environments

TOP LEARNING MANAGEMENT SYSTEMS

<https://elearningindustry.com/top-open-source-learning-management-systems>

- 1) Moodle
- 2) Atutor
- 3) Eliademy
- 4) Forma LMS
- 5) Dokeos
- 6) ILIAS
- 7) Opigno
- 8) OpenOLAT

<https://www.designingdigitally.com/blog/2017/10/top-open-source-learning-management-systems-lms>

- 1) Moodle
- 2) Forma LMS
- 3) Sakai
- 4) Opigno
- 5) ATutor

<https://financesonline.com/free-lms-software-what-are-the-top-solutions-for-2018/>

- 1) TalentLMS
- 2) Moodle
- 3) TalentCards
- 4) Cogno
- 5) Chamilo
- 6) Sakai
- 7) LatitudeLearning
- 8) Schoology
- 9) ATutor
- 10) Claroline Connect
- 11) CourseSites
- 12) MyiCourse
- 13) Eliademy
- 14) Chalkup
- 15) Open edX LMS

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<https://moodle.org/?lang=en>

Moodle is a free web-based Learning Management Systems that teachers can use to create a private learning portal, fill it with dynamic courses, and make them accessible to learners anywhere, anytime.

The software provides a full set of collaborative learning environments and learner-centric features that can motivate both instructors and students.

Moodle is supported by a group of certified partners, full-time developers, and an active global community.

The project is improved with open collaboration, and Moodle developers implement improvements and bug fixes quickly, and also update the platform every six months.



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Benefits of Moodle

1. The solution is easy to learn and use as it offers a simple interface, drag-and-drop tools, well-documented learning materials, and ongoing usability enhancements.
2. You can effortlessly localize your Moodle site as the software has been translated into over 95 languages.
3. It is a flexible program that supports both 100% online courses and blended learning.
4. Moodle constantly updates its security controls to ensure your data is protected from loss, misuse, and unauthorized access.
5. It offers cross-browser compatibility and a default mobile-compatible interface. Hence, the solution is consistent and easily accessible on all popular devices and web browsers.
6. You get access to user forums and extensive documentation in multiple languages as well as free courses and hundreds of plug-ins and add-ons contributed by the active global user community.

2N PART OF THE QUESTIONNAIRE

"WHAT DO YOU WANT?"

do you need such a system?

If yes, what are you planning to use from such a system?

And if yes, what are you planning to share in such a system?

QUESTIONS TO ANSWER

- **Who is/are the user/s?**

Teachers

School coordinators

NO Students

Level NOT connected to teachers

Private and public education/training institutes

Suppliers / SME's

Sector / scientific organisations

Difference between uploaders and downloaders (can be individual only by purchase)

Upload MUST be an organisation

- **Which different kinds of content are being uploaded?**

Research reports

Learning Material: Learning Objects

Publications

Course

Modules

Training

Lessons

Lectures

Manuals

Manuscripts

Guide 'How to use' / Teachers Manual

Tutorials

webinars

- **Type of content:**

Paper

Videos

Games / simulations

Power Point...

PDF

Link

Syllabus

- How to trade? (point/purchase/barter)?

Exchange for free → direct trade

Material can be free

Status / rated accounts

You can only download if you upload (?)

Not for free is option (but points or purchase?)

- What is shown to the user inside the application?

Summary / few pages

Keywords

Table of Content (TOC)

- What is shown to the potential user outside the application?

Similar like online shops like Amazon (?)

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