

# IT based Methodology for Promoting, Assessing and validating Competence oriented learning and Training

Newsletter


September 2016

## IMPACT pilot projects


A large part of the activities of the IMPACT consortium in year two was to test the IMPACT methodology at partners' institutions and in the "real world", the so called piloting.



The objectives for the piloting were to combine competence oriented learning and/or IT based learning with validation. In this context some partners developed concepts for learning offers that would meet these requirements; others took existing learning activities and integrated the IMPACT methodology. A third stand of activity was to implement and test technical developments integrating validation into already existing e-learning platforms.

New concepts were developed and tested in Slovakia, Germany and Portugal. The Slovak partner developed a Moodle course for community organisers, who go on training to the US and come back to put their knowledge into practice. The accompanying Moodle course was designed along a newly created LEVEL5 reference system for community organisation and tasks were connected to certain competence levels, which allowed for a rather standardised validation procedure. In Portugal a Moodle course for students in tourism working in internships was developed. The course aimed to stimulate regular self-reflection of the students in regard to their competence developments. The course was connected to the LEVEL5 validation software and students were invited to self-assess and discuss the results with their mentors. In Germany a University lecture was developed to inform students of education at the University of Duisburg-Essen, who then developed little learning projects to be validated.



### IMPACT TWG - Creating a virtual learning, validation and documentation system

ABSTRACT   SUMMARY	TARGET GROUP   CONTEXT	INFORMAL LEARNING ACTIVITIES	EVALUATION
IMPACT set out at exploring easy-to-use technical solutions to connect e-learning and validation of competences based on a competence oriented learning approach. Within the project life time a number of solutions were tested, on theoretical level, but also in practice. A interlinked architecture of different open source tools was created, consisting of a Moodle platform, a Mahara based E-portfolio system and the LEVEL5 software.	The target groups and beneficiaries of the developments in the technical part of IMPACT are manifold. Even though e-learning is not suitable for all target groups, as it requires a certain level of digital literacy and autonomy, it can be transferred to many areas where distance learning is applied. Open learning systems are most common in VET and Higher Education, but are also useful to support mobilities and other informal learning fields like volunteering.	The informal learning took place within the team involved in creating and testing the integrated system. It consisted of three software programmers and a trainer who commonly implemented the elements. The trainer had the function of a mediator between the technical and the learner side and provided support to the learners during the testing phase. The system was tested in the framework of two European projects that both involved e-learning and validation.	During the development process the team of the technical work group continuously reflected their learning process together. Applying the system they documented their competence development for "creating and facilitating an open learning environment". Additionally evaluation of the platform system took place. Users feedbacks were directly taken up to improve the system.
RATIONALE   BACKGROUND	RESULTS		
IMPACT reached out for developing a prototype specification to facilitate the interoperability of European validation and certification instruments with Open Educational Resources (OER) and IT based learning systems, to make them transferable and to increase the attractiveness and usability of validation in practice. With this IMPACT created a cornerstone for the "new way of (competence oriented) learning", for the further utilisation of OER (open educational resources) and rich open learning environments.	 <p>The outcome of the technical work group's activities is a stable and functioning integrated learning system, that offers participants competence oriented e-learning courses, a self-assessment interface to document their competence developments and an e-portfolio environment where they can share their achievements with others. Learners can use this system with one single account, but still use all functionalities the each system provides</p>		

In Lithuania, Bulgaria, Belgium and Greece the IMPACT approach was integrated into existing learning offers. All institutions except Greece worked with students in higher education during mobility. In Greece students were in internship placements. In all these projects the focus was on mentoring and supporting the reflection of learning. In these procedures different IT tools, like video calls and social media were integrated and served the exchange between mentor and students. All students were invited to self-assess their competences in the LEVEL5 software and to reflect on the results with their mentors.

The two technical experts in the project consortium, Italy and Germany focused on developing the interfaces between different learning platforms, which were implemented and tested in other projects with e-learning elements. More detailed information will be available from December 2016 onward, when the project results will be published on the Erasmus+ dissemination platform.

### **7<sup>th</sup> REVEAL conference in Thessaloniki**

The 7th conference on Competence Oriented Learning and Validation of non-formal and informal learning (VINFL) was carried out on 22nd and 23rd of September 2016. After the 10-years anniversary of REVEAL at the last network conference in 2015 in Mechelen (BE), the 2016-conference was carried out in the city of Thessaloniki, hosted by the Aristotele University and the CEDEFOP under the umbrella of the IMPACT project.

The REVEAL conference brought together 120 national and international experts from practice, research, political and administrative stakeholders from the field of European Education to report on latest developments, innovative approaches and exchange on best practices and develop new projects in the field of competence oriented learning and validation.





The conference was connected to the 3rd my-VITA award which was awarded to 6 innovative practice projects that integrate VINFL in the fields of non-formal (Adult, Vocational and Higher Education) and informal learning settings.

A special highlight was the award ceremony at the end of day one, where conference participants had the chance to look over the edge of their daily business. Day 2 was then dedicated to workshops, where participants had the chance to network and to develop new ideas for collaboration.

Overall the programme as well as the mood was excellent and we thank all our partners who contributed to make this event so special.

### **Next steps**

The IMPACT project comes to an end on September 30<sup>th</sup>. From December 2016 onward, you will be able to access the project outcomes and reports on the Erasmus+ dissemination platform.

The partnership wants to thank you for your interest and support during the last two years.

## IMPACT partners



### Coordination

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