

3rd Press Release

December 2022

Welcome to the third Press Release of the Erasmus+ Project called “The hybrid future of scholar education. The digital skills we need to cope with complexity.” with acronym DigiComplex and Reference Number 2021-1-ES01-KA220-SCH-000027726.

Project's Results Progress

We are pleased to announce that the report on the findings of the Focus Groups held in all partner countries is now available!



In addition, we are more than excited to see that the DigiComplex Curriculum & Training scheme become a reality! Following the findings of the research phase, we identified collaboratively the following chapters for development:

Chapter I. Virtual Reality - How to use Virtual scenarios for teaching

Chapter III. Mobile applications. Use Mobile applications in Schools

Chapter II. Design of interactive animations and 3D modeling

Chapter IV. Principles of gamification. GBL and how to use them at school

CHAPTER V. Collaborative Tools and interactive resources (social media,

While working on developing the content for the DigiComplex Curriculum & Training scheme, we are realizing how technology can change the way teachers deliver their lessons! The learning environment is evolving as a result of the introduction of technology. In order for teachers to leverage technology in the educational process, they need to improve their digital knowledge and skills, and this is exactly the need that the DigiComplex Curriculum & Training Scheme comes to address.

The first draft of the DigiComplex Curriculum & Training scheme will soon be ready for review!

Technology Corner: Why use animated 3D designs in the classroom?

Besides being fancy and amusing, 3D models present several other advantages that may benefit teaching and enrich our course materials!

For example, one can handle and manipulate a digital "object" without danger of damaging it. Suppose you teach ancient technology and you need to demonstrate the use of a real water clock to 15 or 20 teenagers. How possible is it that it will survive in their hands? On the other hand, if students watch and experiment with the digital 3D model of an hourglass each one in his/her computer lab seat, using only mice and keyboards, we have no such worries, plus zero expenses.

Dissemination Activities:

The dissemination of project activities is one of the consortium's most important considerations. Visit our website and Social Media Channels to learn more about the project:

Website: <https://digicomplexity.eu/>

Facebook: <https://www.facebook.com/Digicomplex>

Meet the DigiComplex partners:

The DigiComplex project, which runs from January 1, 2021 to December 1, 2023, is carried out by seven partners:

ASOCIACION DESES 3
Spain



Universidade Portucalense
Portugal



E-SCHOOL EDUCATIONAL GROUP
Greece



Toroslar Ilce Milli Egitim Mudurlugu
Turkey



Kocatürk Danismanlik
Turkey



Urban Research and Education UG
Germany



BrainLog
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