
IO2 - TRAINING METHODOLOGY AND TOOLS



virtualcampus



2.3 VIDEO-TUTORIALS

Module 1: EN, CY-GR, IT, PT, SE

Module 2

Waiting for the app completion

Module 3: CY-GR (3), IT (4), PT (6), SE (4)

Module 4: EN, CY-GR, IT, PT, SE

[illegible]



2.4 PILOT TESTING AND FINE-TUNING

The training programme, methods, tools and tutorials will be pilot tested with at least 10 end-users per region, for an overall of 5 piloting sites.

Feedbacks from users concerning usability, suitability of the methodology, interest raised etc. will be collected by each partner and gathered by the lead partner in a report.

Based on the outputs of pilot testing, the outputs will be fine-tuned by all partners and released in their final version.



2.4 PILOT TESTING AND FINE-TUNING

The pilot testing will run around 4 weeks in b-learning format:

- Planned period: from February 1st to May 30th (16 hours)
 - Each partner decides exact date of start/end
- One week per module (2h + 2h)
 - In each week there will be a live session (2h) complemented by the autonomous access of participants to the materials.
 - Support tool for contents?
 - Module 1: Being able to search and install an app (Android and IOs)
 - Module 2: Being able to use the APPs4Carers App
 - Module 3: Being able to use a selection of available APPs (per scope/disease)
 - Module 4: Follow up
 - This session should take place 2/3 weeks after the previous one?



2.4 PILOT TESTING AND FINE-TUNING

Class learning is important due to two factors: the learning community and the trainer. Particularly in the beginning of a learning process, participants might be reluctant to use new technologies as they are afraid of not having enough ICT skills, are not familiar with learning in a course setting, fear privacy and security issues or some might not perceive the technology as useful for their everyday lives.

The initial task of the trainer is thus to relieve these anxieties and remove barriers with the help of didactic methods. Beyond, class learning fosters social interaction and the creation of learning communities. Trainers should make use of these social networks and embed learning processes into them.



2.4 PILOT TESTING AND FINE-TUNING

E-Learning, on the other hand, is important for practice and repetition of learning content at one's own pace and preferences. Despite e-learning being estimated with eight hours per module, this time can of course be extended by the participants if they wish to repeat certain tasks. Learning becomes thus more suitable for the individual and can be more easily embedded into the personal everyday-lives. However, e-learning also requires a lot of autonomous learning and self-motivation skills. It is thus more difficult for persons that are not well acquainted with learning, and might be more difficult for older adults that have little ICT skills.