



NEWSLETTER

June 2022

Who we are

INCLUDEME PROJECT

Inclusive education practices across educational, economic, social and cultural contexts

- Inclusive and accessible education
- Envisions technology-enriched interventions that target the specifics of disadvantaged and disabled learners
- Teacher and stakeholder training to equip them with knowledge and skills

1

EACEA/34/2019

Social inclusion and common values: the contribution in the field of education and training

2

Coordinator

Advanced Technology Systems

3

6 Partners

Romania, Germany, Ireland, Greece, Bulgaria, Cyprus

4

2021 - 2024

OUR OBJECTIVES

Empower disabled and disadvantaged learners by improving the quality of their lives through the provision of customizable digital learning environments available in both formal and informal settings.

Invest in teaching staff skills and optimize teachers' capacity to effectively employ technologies that foster inclusive education.

Individual
Level

Communi
ty
Level

Support communities to be more inclusive, by increasing awareness and equipping the relevant stakeholders with the knowledge, methodologies and tools needed to address social exclusion and equality issues.

Create synergies among local and European communities that drive awareness, change of perceptions, leading to immediate actions and long-term strategies that support inclusive education.



includeme-project.eu



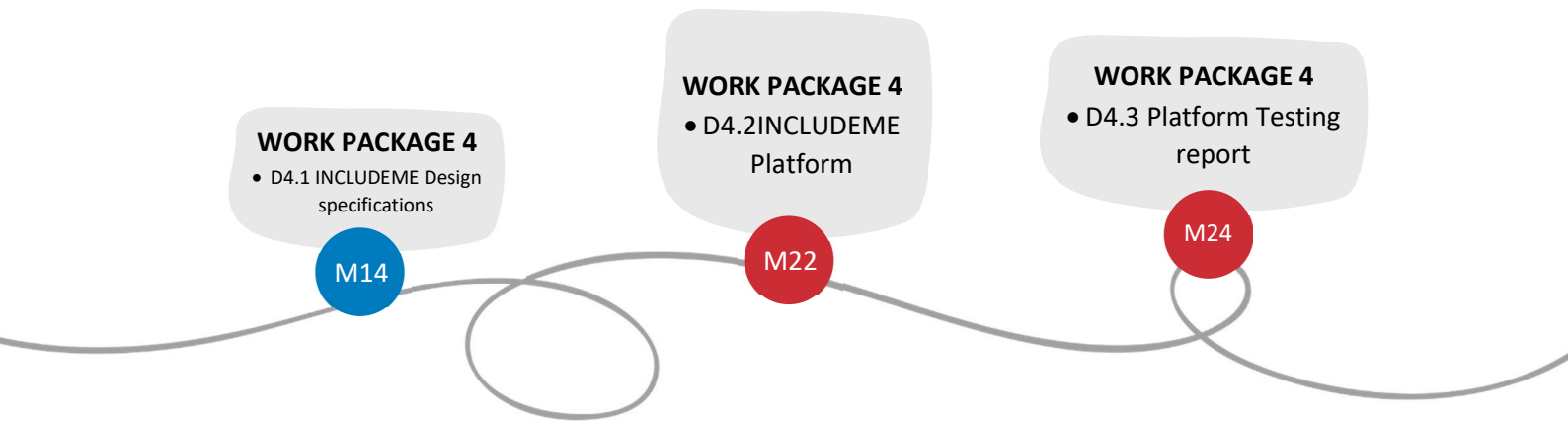
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twitter.com/includeme_eu

2022 TIMELINE

Our aims for this year



OUR CURRENT ACTIVITIES

INCLUDEME at JCSG Conference

January 12nd – 13rd 2022, Online

Between January 12nd – 13rd, 2021 took place the IFIP Joint Conference on Serious Games (JCSG) 2021, hosted online. The conference is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains.

The INCLUDEME project was presented by ATS and BIBA within the paper “**Redesign with Accessibility in Mind: A Visual Impairment Study**” which aimed to explain the demanding endeavour of creating and tailoring game-based learning activities for specific subjects and the importance of reusability.

INCLUDEME 5th Transnational Meeting

January 24th – 25th 2022, Online

The 5th Transnational Meeting took place between 24th and 25th of January, and was organised fully online by Advanced Technology System, the coordinator of the project. Fourteen attendees representing the seven partners of the project, from six different countries, joined the meeting.

The key activities presented were:

- the three Gamification models proposed by BIBA which will be implemented at platform level.
- the first design of the INCLUDEME Platform and tools proposed by ATS.
- the transferability plan which will be implemented by the INCLUDEME partners, proposed by HFC.
- the Plan in terms of sensitive data management and ethical guidelines, proposed by UTH.
- Quality and Risk Management; Financials and Dissemination.

INCLUDEME at eLSE Conference

May 12th – 13th 2022, Online

Between May 12th – 13th, 2022 took place the 18th edition of the eLSE Conference – “eLearning and Software for Education”, organised fully online. The INCLUDEME project was presented by ATS within the paper “Enablers of Game Accessibility” which aimed to provide information on the conceptual framework proposed in the INCLUDEME project, that enables teachers to take the role of game designers and create inclusive educational resources and by PAC within the paper “Piloting Guidelines for Gamified Learning Technology Towards Inclusive Education” where it was presented the piloting approach proposed in the INCLUDEME project, which aim to raise awareness on accessibility and inclusion.

About eLSE Conference

INCLUDEME 6th Transnational Meeting

May 16th – 17th 2022, Bucharest, Romania

Between May 16th – 17th, 2022 was organised the first face to face Transnational Meeting of the project, in Bucharest, Romania. During the meeting it was discussed the INCLUDEME Platform and presented the H5P Tool which will be used to deliver gamified content in all the languages of the project partners. All partners participating in the meeting had the opportunity to enter the platform, test the tool and create gamified content. It was discussed that each partner should act as coaches and encourage teachers through pre-piloting activities to use the H5P tool for content creation.

INCLUDEME at CNSNRE Conference

June 3rd 2022, Online

On June 3rd, 2022 took place the 20th National Conference of New and Renewable Energy Sources - CNSNRE, organised online by University of Valahia, Targoviste, Romania. The INCLUDEME project was presented by ATS within the workshop “THE DIGITAL LEARNING ECOSYSTEM – STEM. Perspectives and Renewable Energy Best Practices” which aimed to provide insights regarding the approaches, best practices, and digital solutions that can build and consolidate the multifaced nature of sustainability education.

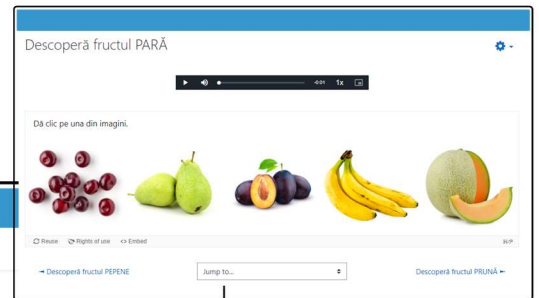
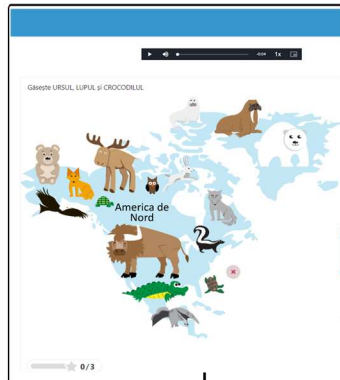
Pre-piloting sessions with disadvantaged groups - Ukrainian refugees

Ongoing

Starting from the month of May, ATS has organised both online and face-to face pre-piloting activities with one of the project main target group, disadvantaged learners, specifically **Ukrainian refugees** that came to Romania after the war started in 2022. The group consisted of male and female, with ages between 16 and 54, and all of them were able to communicate in English. Each session consisted of traditional learning modules, where vocabulary and grammar concepts were presented to them, but also digital learning modules, using the **INCLUDEME Moodle platform**, where the participant had the opportunity to test their knowledge previously acquired. Both learning modules included learning content units, and grammar and vocabulary practice activities.



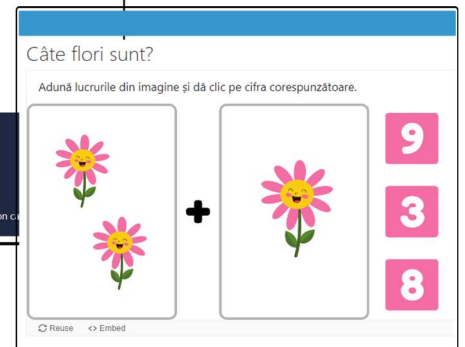
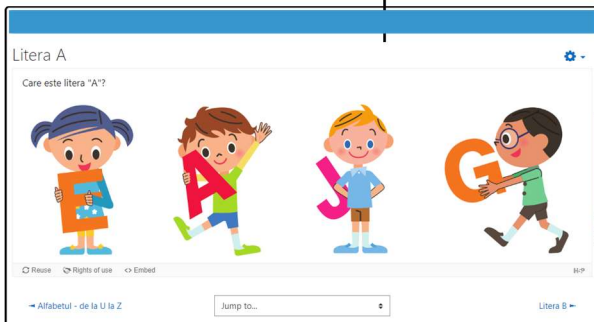
A SNEAK PEEK OF OUR PLATFORM AND H5P MINIGAMES



About INCLUDEME Project

Inclusive Digital Environments to Enable High-Quality Education for Disadvantaged and Disabled Learners

INCLUDEME addresses core challenges associated with inclusive and accessible education and envisions technology-enriched interventions that target the specifics of disadvantaged and disabled learners, and that are directly enabled by teacher and stakeholder training initiatives to equip them with knowledge and skills.



OUR TEAM

We represent Industry, R&D and NGOs



COORDINATOR



UNIVERSITY OF
THESSALY



ASOCIAȚIA CULTURAL-EDUCATIVĂ
AMBASADORII PRIETENIEI



TĂRGOVIȘTE