



## **NEWSLETTER**

**June 2023** 

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

- EACEA/34/2019
  Social inclusion and common values: the contribution in the field of education and training
- Coordinator
  Advanced Technology Systems
- 6 Partners
  Romania, Germany, Ireland, Greece,
  Bulgaria, Cyprus
- 4 2021 2024

Community Level

### **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 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.



## **2023 TIMELINE**

Our aims for this year

WORK PACKAGE 8

• D8.2 Transferability and exploitation report

M36

### **OUR CURRENT ACTIVITIES**

### **INCLUDEME Teachers Training Workshop at BIBA**

January 09th 2023, Bremen, Germany



On 09.01.2023, BIBA has organised a face-to-face workshop. The participants were research scientists and one was a lecturer too all of the participants were working in the domain of production and logistics. There was also one student research assistant involved in the project who participated in the workshop in order to have an impression of the INCLUDEME platform and its activities. A username and a password were provided to each participant in the workshop created by ATS. Teachers were given an introduction along with a brief description of the platform and its activities. There was a hands-on exploration session where teachers played with the existing activities on the topics of Computer Science, Mathematics, Course Presentation, Interactive Video, Civics, Language and Image Sorting, etc. and they learned to reuse and later created their own activities.

### **INCLUDEME** at Valahia University, piloting session





On 11.01.2023 ATS organized a face to face piloting session with teachers from Higher Education. The event was attended by 46 participants, which teach different modules in various areas including Environmental Engineering and Food Science, Political Science, Letters and Communication, Electrical Engineering, Electronics and Information Technology, Orthodox Theology and Educational Sciences/Educational Sciences, Materials Engineering and Mechanics, Environmental Engineering and Food Science, Sciences and Arts, Humanities, Economic Sciences. The participants were presented with the results of the project, including: the H5P platform and units with examples of their customization, the AccessAngel accessibility tool and the guide for the accessibility of digital documents. The participants were interested in the H5P tool (some of them knowing this tool) and with the approach that INCLUDEME applies and with the recommendations it offers regarding the accessibility of these H5P activities, which are mainly intended for the large mass of students. In the meeting it was presented how these activities can be customized. The Accessibility Guidelines offered to them were very well received and the participants mentioned that the guidelines are very informative, comprehensive and at the same time simple and easy to follow.





## INCLUDEME at Secondary schools, online teacher training

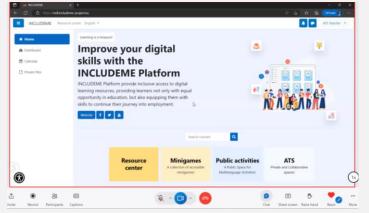
March 14<sup>th</sup> - 16<sup>th</sup> 2023, Online, Romania

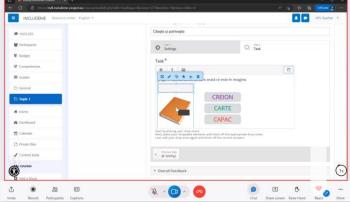
Between 14 – 16.03.2023 ATS organized online meetings with teachers from Primary and secondary school education and Special school education. The events were attended by a number of 56 teachers. The participants were presented with the INCLUDEME Platform and some of the existing activities on the platform, on different topics and with different degrees of complexity, as well as the steps they must follow in customizing these activities or in creating activities from scratch. They were also given informative materials to help them in this process. They were happy to see that the platform offers this option of customisation, that they can use the resources from the resource center and the guidelines and H5P tutorials to support the customisation process and were also very interested in the accessibility tool and the accessibility guidelines, mentioning

## INCLUDEME at Secondary schools, online piloting

March 20th - 22th 2023, Online, Romania

Between 20 – 22.03.2023 ATS organized online meetings with teachers from Primary and secondary education organizations. The event was attended by 53 teachers, during all 3 days, who teach in primary and secondary school but also teachers from Special Education schools. The participants were presented with the results of the project, including: the H5P platform and units, the minigames, the resource center, the AccessAngel accessibility tool and the guides for the accessibility of digital documents. The participants were interested in the H5P activities offered in the INCLUDEME platform and most of them mentioned that there are interesting and interactive activities that will surely attract the students.





### **INCLUDEME** kindergarten teacher training sessions in Targoviste

March 24th 2023, Romania



On 24.03.2023 a face to face teacher training session was organised with 6 teachers from kindergarten. The INCLUDEME platform and the minigames were presented and details were provided on how to create reuse the existing activities, customise and also how to create new activities, based on the tutorials provided for most easy to use template. The teachers were presented with a varied range of activities, on different topics with different degrees of customization and had the opportunity to enter the platform, test the existing activities and create their own activities. The participants agreed that customizing and even more so creating such activities can be a challenge, as it requires a proper vision of what needs to be developed, but in the end one can get interesting digital activities that will definitely attract students. Each participant received the credentials to access the platform, to test the existing content and to customize and/or create new activities.



#### **INCLUDEME at eLSE Conference**

April 27th - 28th 2023, Bucharest, Romania

Between April 28<sup>th</sup> – 27<sup>th</sup>, 2023 took place the 19<sup>th</sup> edition of the eLSE Conference – "eLearning and Software for Education", organised in a hybrid mode. The INCLUDEME project was presented by ATS, HFC, BIBA and PAC within the paper "Towards Accessible Player Experiences" which aimed to provide information related to the accessible online games created within the INCLUDEME Project that are designed to include learners with special needs, and anyone who uses assistive technology to access a computer or device using technology such as switches, touch screens or mouse and by PAC and SWU within the paper "Affordances and constraints of game-based learning for learners with disabilities: Perspectives from educators in Bulgaria and Cyprus" where it was presented the strategies and practices proposed by INCLUDEME project to make teaching and learning more inclusive and accessible for learners with disabilities and discusses educators' perspectives and attitudes on the affordances and constraints of educational games for learners with disabilities

**About eLSE Conference** 

### **INCLUDEME 8th Transnational Meeting**

May 12th 2023, Larnaca, Cyprus

On May 12<sup>th</sup> was organised the 8<sup>th</sup> Transnational Meeting of the project, in a hybrid version, face to face in Larnaca, Cyprus and online, via Skype. During the meeting it was discussed the piloting and exploitation strategies for the next months including the organization of teacher training sessions, the policy recommendation where partners have to describe their experiences and points of views on what they found relevant during the piloting activities and the activities development oriented to high school and higher education.

An important objective of the meeting was to define the strategy for the next year activities which will focus on the encouragement of the teachers during the training sessions and piloting session to contribute to the content creation of H5P activities and customization of existing H5Ps, to train teachers to create their own content according to the needs of their students, to providing the resources needed for the creation of such content, but also to help them and making the authoring process as easy as possible.



# CHECK OUR GOOD PRACTICES FOR DIGITAL ACCESSIBILITY

Good Practice 1
AccessAngel

Good Practice 2
Word

Good Practice 3
PowerPoint

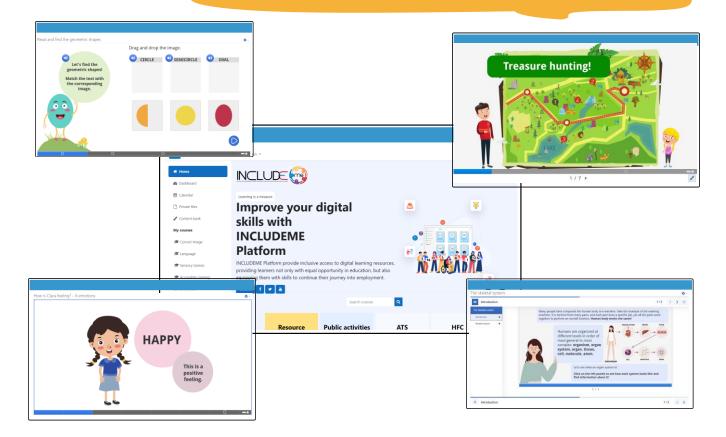
Good Practice 4
PDF

Good Practice 5
Images





#### A SNEAK PEEK OF OUR PLATFORM, MINIGAMES AND H5P ACTIVITIES



Our platform is available! Contact us for access!

## **OUR TEAM**



