



NEWSLETTER

December 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

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

- 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

Community 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 6

- D6.1 Piloting report

M36

WORK PACKAGE 8

- D8.2 Transferability and exploitation report

M36

OUR CURRENT ACTIVITIES

INCLUDEME at Sussex Business Show

September 2023, Brighton, United Kingdom



On September 2023, INCLUDEME was presented by HFC / Thrivier Ltd at the Sussex Business Show where the partner had the opportunity to present the project results and to discuss and demonstrate their expertise in Neurodiversity training in the workplace, assistive technology and training in the workplace, as well as outlining and demonstrating the work of the INCLUDEME project for young children and adults in education.

INCLUDEME #ErasmusDays at Queen Mary” National Pedagogical College

October 10th 2023, Ploiesti, Romania



On 11.01.2023 ATS organized a face to face exploitation activity during the #ErasmusDays event organised by the Queen Mary National Pedagogical College”. Teachers and students had the opportunity to join the platform, work with the H5P digital activities created and find more information on how the INCLUDEME project can support them into designing their own activities considering the needs for disable students and disadvantaged students. The actions carried out contributed to the increase in the professional training of fellow teachers and future teaching staff in primary, secondary and high school.

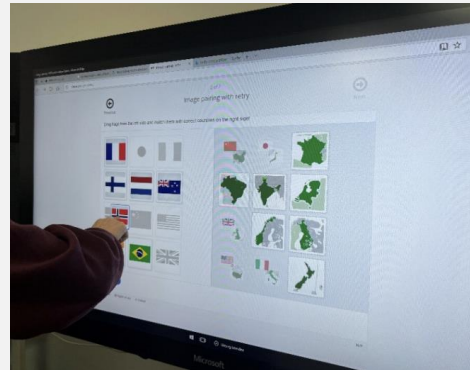
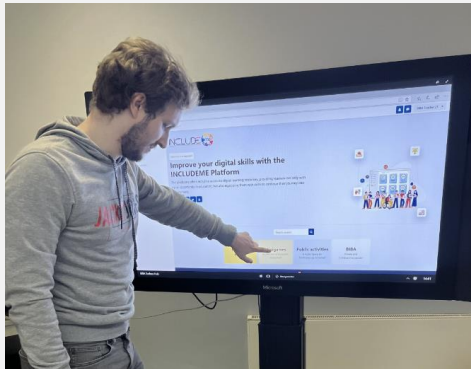


INCLUDEME at Herbstpraktikum Autumn Internship in the Technology Park



October 16th – 19th 2023, Bremen, Germany

INCLUDEME project was presented by BIBA during the Autumn Internship event, known as “Herbstpraktikum,” took place in the Gaming Lab at BIBA. During the four days, the participants were engaged in various activities and courses on the INCLUDEME platform and received instruction on creating their activities and courses following established standards.



INCLUDEME at Mad World Summit

November 2023, London, United Kingdom

INCLUDEME project was presented by HFC / Thriiver Ltd at MAD World which took place on London, United Kingdom, an event full of interesting speakers discussing DE&I, mental health, and wellbeing in the workplace.

During the panel session ‘Benefits of having neurodiverse employees in the workplace’, HFC outlined and emphasised the work of the INCLUDEME project, the Neurodiverse audience that it was aimed towards and the overall objectives and aims of the project. The outcomes of the INCLUDEME project were referred to and links given to the activities, games and assistive tools included in the portal.



INCLUDEME at CIPD DE&I – Equality, Diversity & Inclusion Conference

November 2023, London, United Kingdom

INCLUDEME project and the accessibility and inclusiveness of the whole project, activities, games and assistive tools were presented by HFC / Thriiver Ltd in the CIPD DE&I – Equality, Diversity & Inclusion Conference which took place in London, United Kingdom.

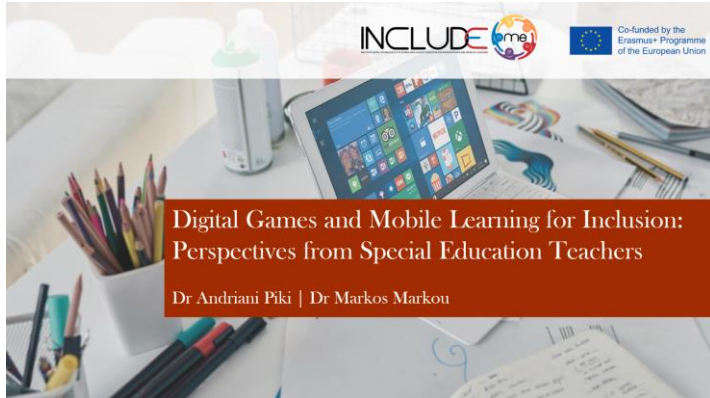


INCLUDEME at eLSE Conference INCLUDEME at IEEE 10th International Conference on Behavioural and Social Computing #BESC2023

October 30th – November 01st 2023, Larnaca, Cyprus



Between October 30th – November 1st, 2023 took place the 10th International Conference on Behavioural and Social Computing #BESC2023. The INCLUDEME project was presented by PAC highlight the importance of designing highly individualised gamified activities for learners and the need to involve special educators throughout the game design and development lifecycle, reporting the findings during the piloting sessions and the results of the project.



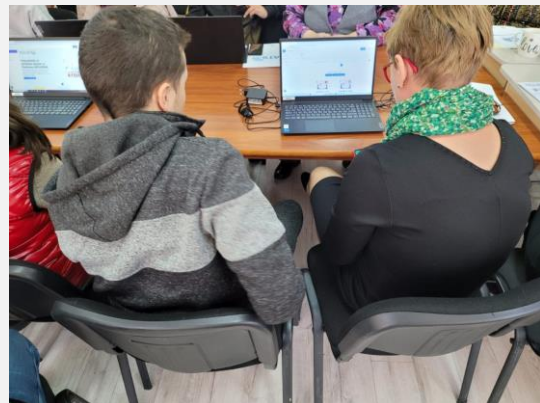
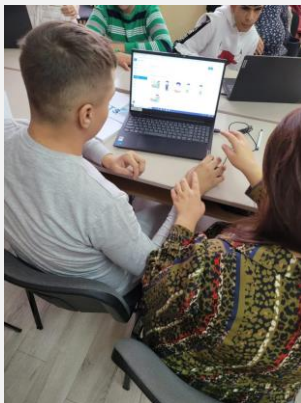
About BESC Conference

INCLUDEME at Special Education School in Targoviste

December 07th 2023, Targoviste, Romania



On December 07th, 2023, the INCLUDEME platform was presented during an exploitation event organized by ATS at the Special Secondary School in Targoviste, where teachers and students had the opportunity to access the platform and choose from a variety of H5P activities and minigames. The actions carried out contributed in terms of education to the increase the professional training of teachers and help them develop their own digital activities and to allow students with different disabilities and from disadvantaged background to play and interact with the digital activities and minigames developed within the project.



INCLUDEME workshop for the students of the Second Chance School

December 07th 2023, Volos, Greece



The Department of Electrical and Computer Engineering (ECE), and specifically the Creative Learning Technologies (<http://ctl.e-ce.uth.gr>) team, organized a digital skills workshop for the students of the Second Chance School. The event was organized by UTH in the context of project INCLUDEME: Inclusive Digital Environments for Quality Education of Disadvantaged and Disabled Learners, funded by the Erasmus+ program. The activity took place in the department's computer room on Thursday, December 7, 2023. More than 20 students participated, accompanied by the Director of the Second Chance School Mr. Lino Vigla and teachers of the school as well as the Director of Nea Ionia High School Mr. Antonis Plageras.

The activities were carried out through a digital platform with rich interactive content and design templates of different types of exercises based on cryptwords, crosswords, interactive videos, interactive images, interactive presentations, recognition of patterns and associations, and many more. The digital learning platform offers additional access functionality such as font size modulation, color differentiation, text-to-audio conversion, and more. The platform is available without restrictions to interested parties.

Students had the opportunity to participate in experiential active learning activities that increase presentations, classroom interaction, and collaboration. They implemented exercises in language, mathematics, science, history, culture, and the development of soft skills such as critical thinking and inclusion.

CHECK OUR POLICY RECOMMENDATION

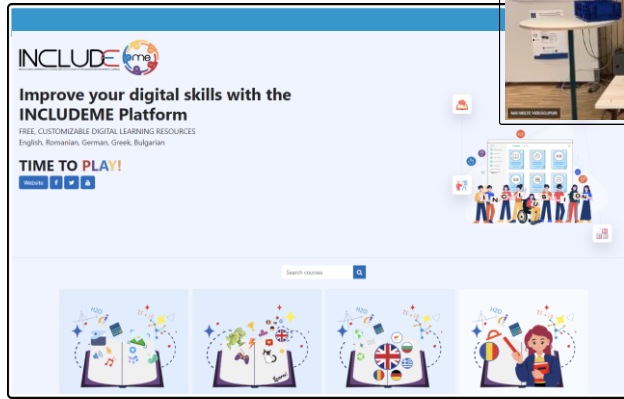
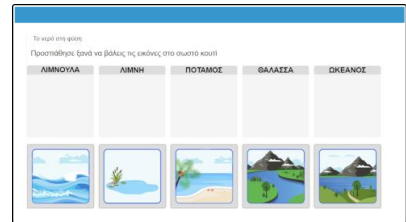
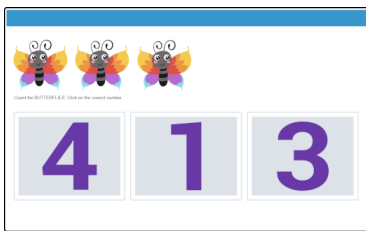
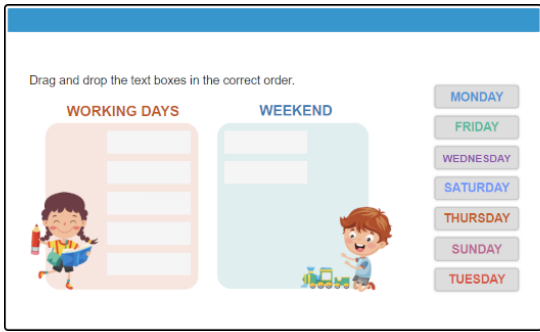
Educational standards that implement talent-oriented practices

Talent as an ability • Disability as a talent

[POLICY RECOMENDATION](#)



A SNEAK PEEK OF OUR PLATFORM, MINIGAMES AND H5P ACTIVITIES



**Our platform is available!
 Contact us for access!**

OUR TEAM

We represent Industry, R&D and NGOs



COORDINATOR

