



Partner search form

For Creative Europe project applications

Call	CREA-CULTURE-2021-COOP <i>European Cooperation Projects 2021</i>
Strand or category	<i>Large Scale Cooperation Projects</i>

Cultural operator – who are you?

Name of organisation	eLearning Lab, Dept of Primary Education, University of Crete
Country	Greece
Organisation website	https://www.edivea.org/
Contact person	Maria Prentaki, edivea2@edc.uoc.gr , tel +302831077193
Organisation type	<i>public organisation,</i>
Scale of the organization	
PIC number	PIC 999588978
Aims and activities of the organisation	<i>pedagogical implementation of advanced learning technologies [ICT] to all types and levels of Education</i>
Role of the organisation in the project	<i>project leader</i>
Previous EU grants received	<i>First time Applying to Creative Europe Cooperation Projects</i>

Proposed Creative Europe project – to which project are you looking for partners?

Sector or field	<i>cultural heritage, architecture, culture and technology, Education: ICT, Mobile Assisted Learning</i>
Description or summary of the proposed project	The purpose of this project is to link the field of Education with the field of Culture with the use of advanced learning augmented reality technologies with the ultimate goal of highlighting the cultural heritage and encouraging collaborative creativity.
Partners currently involved in the project	Greece, Romania, Cyprus, Serbia, Spain, Latvia, Croatia, Slovenia, Italy

Partners searched – which type of partner are you looking for?

From country or region:	-Creative Europe Participating Countries: EU Member States (including overseas countries and territories (OCTs)) Preferably: Germany, France, Poland, Czech Republic, Hungary Sweden, Norway, Finland, Portugal, Austria -non-EU countries: <i>listed EEA countries and countries associated to the Creative Europe Programme (associated countries) (see exhaustive list of countries participating in the Creative Europe Programme)</i>
Preferred field of expertise	<i>Education [Schools], Educational Technology, Culture, Arts, Museums, Archaeology</i>
Please get in contact no later than	

Projects searched – are you interested in participating in other EU projects as a partner?

Yes / no	
Which kind of projects are you looking for?	

Publication of partner search

This partner search can be published?*	Yes
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Augmented Reality, Cultural Heritage & Collaborative Creativity: Connecting Education & ICT Sector with Culture

The Laboratory for Advanced Learning Technologies in Lifelong and Distance Learning [e-Learning Lab] intends to create a consortium among Schools and Institutions of Culture from Greece and from European countries.

The purpose of this project is to link the field of Education with the field of Culture with the use of advanced learning technologies [augmented reality, gamification, Projection mapping, Dance Pedagogy, performance etc] with the ultimate goal of highlighting the cultural heritage and encouraging collaborative creativity.

Based on the proposed methodology of the University of Crete, students/adult learners, educators and people in the field of culture, will work together through experiential / creative activities to highlight the added value of the cultural heritage of their place, creating integrated Interactive Tours and digital games with use of mobile devices as well as other advanced technologies.

The University of Crete, within the framework of the programme, will take on:

1. The training of all stakeholders (teachers, representatives of cultural institutions, etc.) by offering a specialized training program (F2F and e-learning) which will allow those involved to design and to implement their actions based on the special needs of their countries.
2. The supply of the necessary software and equipment for the implementation of the proposed methodology.
3. The continuous support (pedagogical, technological, administrative) of the stakeholders throughout the program.

Finally, a community of interest/practice will be created in which participants will exchange ideas and views and collaborate on common themes both during and after the project. This community

will be open to anyone interested, aspiring to be a cradle of new ideas and a place to develop collaborations between people of technology, education and culture.

More Details

The duration of the project is going to be about 4 years 2022-2025.

During this time, local Cultural Operators [museums, archaeological sites, etc.] will collaborate with a local Educational Institution [e.g. school] in a training program organised by the eLearning Laboratory of the Pedagogical Department of Primary Education of the University of Crete. The training program includes pedagogical methodology, Augmented Reality Applications, Digital Storytelling, field trips / Interactive tours, practical application, events etc.

After the training, the proposed methodology will be implemented in Educational Institutions. The Cultural operators will provide teachers and students with historical resources / information, educational program for students or whatever else is deemed necessary, in collaboration with teachers, so that students can create interactive tours, Augmented Reality Activities etc. for the specific cultural site or museum with which they collaborate.

The results of this project can be used both by the school and by the respective Cultural Operator in the future.

Also, both Educational Institutions and Cultural Operators are going to take part in actions for the dissemination of the project.

The fact that representatives of the Cultural Organization will receive similar training, as well as the teachers of the collaborating school, will allow them to create similar applications in the future [beyond the project boundaries] to reach a wider audience and offer more interactive experience for visitors.

For the smooth progress of the project, it would be ideal that the local Educational Institution cooperate with the local Cultural Operator throughout the project.