



Technical requirements for on-line education platform

On-line education platform must support following functionality:

- Publication of static learning resources (documents, presentations, images, URL, audio, video)
- Publication of interactive learning resources with grading (SCORM, xAPI, etc.)
- Automated knowledge check - quiz
- Communication tools - forums, chats
- Individual activities – assignments, survey
- Group activities – assignments, discussions, wiki,
- Sharing knowledge – database, glossary
- Flexible training path – possibility to select free/ predefined learning module usage sequence
- Grading for completed activities
- Learning progress tracking
- Gamification elements
- Interface language – English, Italian
- Mobile device support

There are no direct requirements from learning methodology, but it may be useful to include also the following functionality:

- Web meetings / webinars
- Virtual classrooms / virtual worlds

Proposed solution for on-line education platform

Brief description of on-line education platform:

- Moodle 3.5.1 will be used as a base on-line education platform. Moodle demo site <https://school.demo.moodle.net/>
- Additional H5P module will be used to provide interactive learning resources with grading. Full content library <https://h5p.org/content-types-and-applications>
- ezTalks (<https://www.eztalks.com>) will be used as web conferencing platform. It is free of cost webinar platform with up to 100 participants and 40 minutes webinar sessions
- As virtual world platforms require financial investments they are not implemented in proposed platform.

Detailed description of on-line education platform

Technical requirement	Proposed solution
Publication of static learning resources (documents, presentations, images, URL, audio, video)	Standard Moodle resource modules – File, Folder, URL, Label, Book.
Publication of interactive learning resources with grading (SCORM, xAPI, etc.)	Additional H5P module which allows to create interactive content including interactive video,



	scenarios, images with hotspots, etc. Full content library https://h5p.org/content-types-and-applications
Automated knowledge check - quiz	Standard Moodle module – Quiz
Communication tools - forums, chats	Standard Moodle modules – Forum, Chat
Individual activities – assignments, survey	Standard Moodle modules – Assignment, Feedback
Group activities – assignments, discussions, wiki,	Group mode for Moodle modules like Assignment, Forum, Chat, Wiki, Quiz etc.
Sharing knowledge – database, glossary	Standard Moodle modules – Database, Glossary. Allow students create specific records to share knowledge, as well as comment and grade them.
Flexible training path – possibility to select free/ predefined learning module usage sequence	Moodle Activity completion and Access restriction features for Moodle modules.
Grading for completed activities	Grading and Activity completion for Moodle activities. All grades are collected in course Grade book.
Learning progress tracking	Moodle Activity completion and Grading features together with Gradebooks and Activity completion and other reports.
Gamification elements	Moodle standard Badges feature complemented with interactive content (H5P additional module)
Interface language – English, Italian	Moodle supports English, Italian, Latvian, Lithuanian, Russian and other interface languages.
Mobile device support	Moodle support mobile devices by specific interface theme and mobile app.

Excerpts from document Guideline and Methodology for trainers

Digital Technologies and ICT tools should be considered as fundamental resources for entrepreneurial learning.

The added value of Technology for entrepreneurial learning resides in access to

- (a) resources,
- (b) information retrieval tools
- (c) sharing knowledge
- (d) communication tools, and
- (e) mobile fruition
- (f) flexibility in the training path,

Technology also introduces a new form of knowledge and pedagogy based on the idea that knowledge is distributed across a network of connections and that learning consists of the ability to construct and traverse those networks. There are a lot of free online tools to be used in entrepreneurial learning to develop different competences and skills. The introduction of ICT tools in entrepreneurial training paths will support motivation, autonomy and group work.





- **Entrepreneurial learning should be based on Group Oriented Activities.**

To make a project, you need a team. Working in team is the basis for any entrepreneurial activity. Using group oriented activities the learning can be seen as a process of manipulating data and information to give meaning by communication with others. In that sense collaborative learning is another way of organizing learning in which trainees learn by externalizing knowledge among each other and constructs new knowledge.

The development of the trainers' competences needs to be an integral part of the model. Trainers do not change their pedagogy overnight. This is why trainer's preparation and readiness are of an on-going concern. The trainers will be one of the driving factors for a successful implementation of VLM project's results.

The Written Word: sometimes people who do not have English as their mother tongue will read more proficiently than they speak. It is a good idea to always write things down as a back up.