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Hybrid BILT Bridging Event

Towards inclusive excellence in TVET

22-24 April 2024, Como, Italy

BILT
Bridging Innovation and
Learning in TVET

The BILT project is implemented with support of

bibb
Federal Institute for
Vocational Education
and Training

and sponsored by

Federal Ministry
of Education
and Research

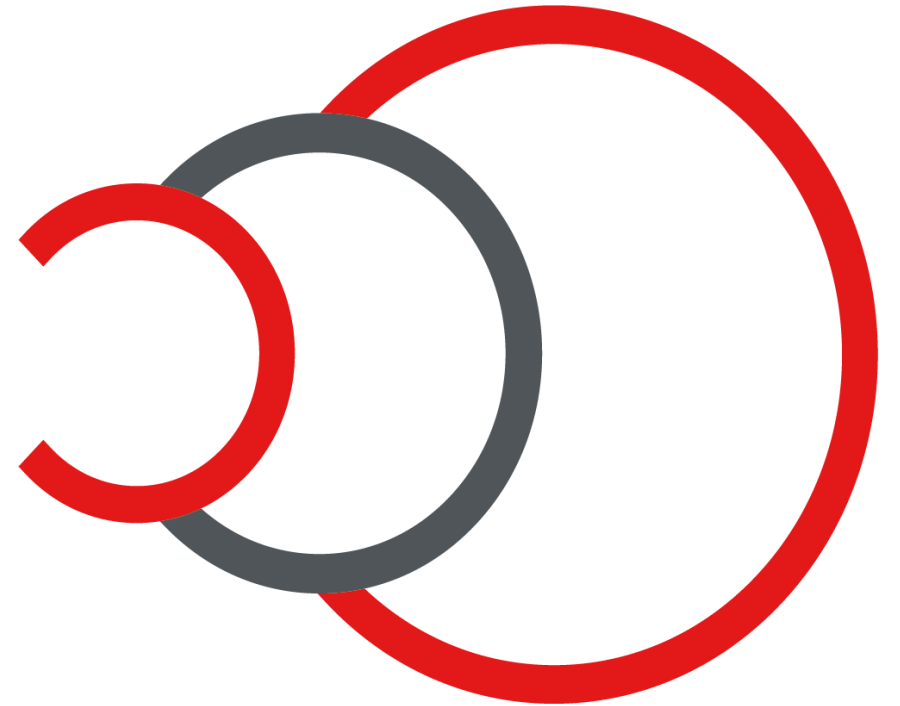# Live demonstration of innovative teaching methodologies

EXPAND+ER WB³

BILT Bridging Event Europe

24 April 2024, Como/Italy

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Mr Fax Quintus, CEO I-mmersive GmbH, Germany

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What is the project about?

Topics:

- **Stakeholders**

- **Needs of companies, education providers and diverse learners groups**

- **Measuring of competence gains**

- **Role of scientific support**

- **Leveraging digital technologies, gaming and edutainment**

- **Addressing the diverse needs of learners and promote inclusivity in TVET by integration of digital technologies**

- **Dissemination of project's findings**

- **Plans for scaling up the project beyond the competition phase**

Stakeholders

Training providers

- IHK-Projektgesellschaft mbH

- TÜV Rheinland Academy GmbH

- Grone Bildungszentren GmbH - non-profit

Research institution and project lead

- Brandenburg University of Technology Cottbus-Senftenberg

Technology partners

- Fraunhofer Society - Institute for Open Communication Services (FOKUS)

- LE Commsulting GmbH

- i-mmersive GmbH

Associated Partners

- EUROPUBLIC Werbeagentur GmbH with WDB search portal

- Brandenburg State Economic Development Corporation GmbH

https://www.b-tu.de/weiterbildung/wissenschaftliche-weiterbildung/entwicklung-und-vernetzung/expand-er-wb3

Needs of companies, education providers and diverse learners groups

Desirables:

- Independent of time and place

- On the job

- Small-scale according to daily routines

- At your own pace

- Neutral with regard to individual requirements

- Technologically up-to-date but not overburdening or excluding

- Digital proof of learning

Measuring of competence gains

Example: Digital learning prototype - Conflict AI (VR) (to be demonstrated by Mr. Fax Quintus)

- Representation of the given conflict situation with escalation indicator: Traffic light colors to determine whether the situation is developing towards escalation or de-escalation

- Objective: to defuse the conflict, de-escalation

- Termination through de-escalation: visual "congratulations" with confetti

- Evaluation/competence assessment: individual conversation recordings for reflection or analysis with trainer, chat protocol also possible

- Competence check/proof of competence growth for completion of a certificate test

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Role of scientific support

Research areas that open up from the project – to name only a few:

- Research into benefits but also limitations

- VR applications e.g. physiologically not infinitely usable

- Limitation of attention spans

- Right level of gamification

- Robust hardware environment

- Democratic software handling

- Reproducible development processes

- Acceptance by institutions and teachers

- Media didactical support

Leveraging digital technologies, gaming and edutainment

Benefits:

- Usage of everyday technologies for specific target groups

- Transfer of entertainment elements into the digital space

- Designing competitive situations to increase learning motivation

- Offering reward elements

- Repeatability of learning scenarios

- Customisation of training and examination situations

- Interruptions and continuations Neuralisation of the individual characteristics of learners

- Starting with real inclusion by avoiding possible incorrect developments

Addressing the diverse needs of learners and promote inclusivity in TVET by integration of digital technologies

Benefits:

- Tolerance of time preferences

- Adaptability to individual restrictions

- Location-independent

- With or without the support of specially trained teachers

- Integration of current digital technologies in the development of tools

- Inclusion of special pedagogical support concepts

- Increasing the reach of educational programs to groups that were previously difficult to teach

- Reducing the risk of dropout

Dissemination of project's findings

Options:

- Networking activities

- Open source documentation

- Scientific publications

- bilateral follow-up plans

- Active participation in exchange events

Plans for scaling up the project beyond the competition phase

Plans & options:

- Submitting further funding applications

- Offering and entering into partnerships – political & technical

- Technical publications

- Transfer to commercial use

- Offer of commercial use

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Extension of a further education platform through attractive and user-oriented database design with the development focus of regional further education in Berlin-Brandenburg

Funding measure: National continuing education strategy
Funding area: Innovation competition INVITE (Digital Platform for Vocational Education and Training)

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