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Digital Roadmap for designing
online interactive content



UNIVERSITÀ TELEMATICA
INTERNAZIONALE UNINETTUNO



Folkuniversitetet
Kursverksamheten vid Uppsala universitet



Project aim



To develop the competences of HE academics to prepare them to convert their lectures and face to face courses, into effective online ones. Indeed, **the project will provide a system to guide and train academics and lecturers in HE in creating online content** which will achieve the expected learning outcomes by boosting student engagement and their motivation to learn.

Thus, the project will prevent the students from the risk of “pretend attendance” and stress induced by the lack of personal interactions.



Results and outcomes

- **Researching the needs** of lecturers/academics as well as students;
- **Developing a guide** that will help designing an online course that will be didactically effective;
- **Creating an inventory** with appropriate Technology tools for interactive content Creation and SCORM (Sharable Content Object Reference Model) by using the open online resources;
- **Developing and piloting a MOOC training course** that academics and lectures can attend in order to learn how to create gamified eLearning courses.

