

Η εφαρμογή του Moodle σε προγράμματα Erasmus+. Η περίπτωση του "Establishment of a modular ECVET System in Europe"



Παπαβασιλείου Γιάννης
Κωστούλας Αχιλλέας
Καρούτη Ισαβέλλα-Δήμητρα

Το Αναπτυξιακό Κέντρο Θεσσαλίας (ΑΚΕΘ), βρίσκεται στα Τρίκαλα και είναι ένας μη κερδοσκοπικός οργανισμός. Ιδρύθηκε το 2004 ως οργανισμός συμβουλευτικών υπηρεσιών.

Το Αναπτυξιακό Κέντρο Θεσσαλίας διαθέτει πολυετή εμπειρία στον σχεδιασμό, υποβολή, διαχείριση και αξιολόγηση Ευρωπαϊκών Προγραμμάτων.





Erasmus+

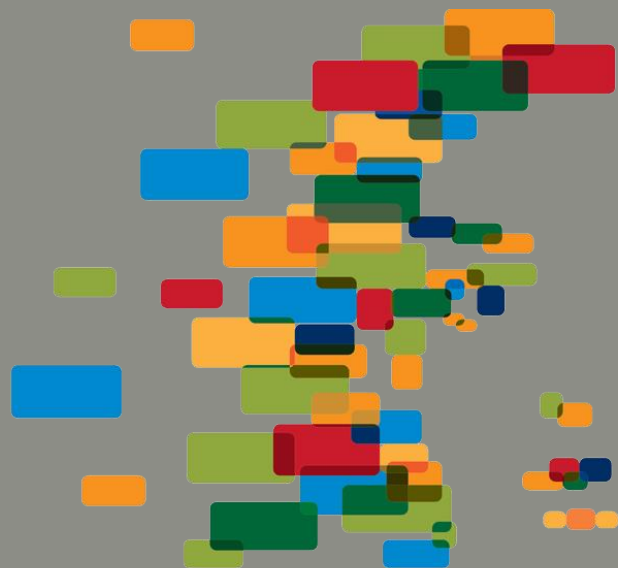
Το Erasmus+ είναι το πρόγραμμα της Ευρωπαϊκής Επιτροπής για την εκπαίδευση, την κατάρτιση, τη νεολαία και τον αθλητισμό, που στοχεύει στην ενίσχυση των δεξιοτήτων και της απασχολησιμότητας καθώς και στον εκσυγχρονισμό των συστημάτων εκπαίδευσης, κατάρτισης και νεολαίας, σε όλους τους τομείς της Δια Βίου Μάθησης.

- Βασική Δράση 1 : Κινητικότητα των ατόμων
- Βασική Δράση 2 : Συνεργασία για την καινοτομία και την ανταλλαγή καλών πρακτικών
- Βασική Δράση 3 : Ενίσχυση σε θέματα μεταρρυθμίσεων πολιτικής

Το **ECVET European Credit system for Vocational Education & Training** είναι ένα σύστημα για την αναγνώριση, συγκέντρωση και μεταφορά πιστωτικών μονάδων (credits) στο χώρο της επαγγελματικής εκπαίδευσης και κατάρτισης.

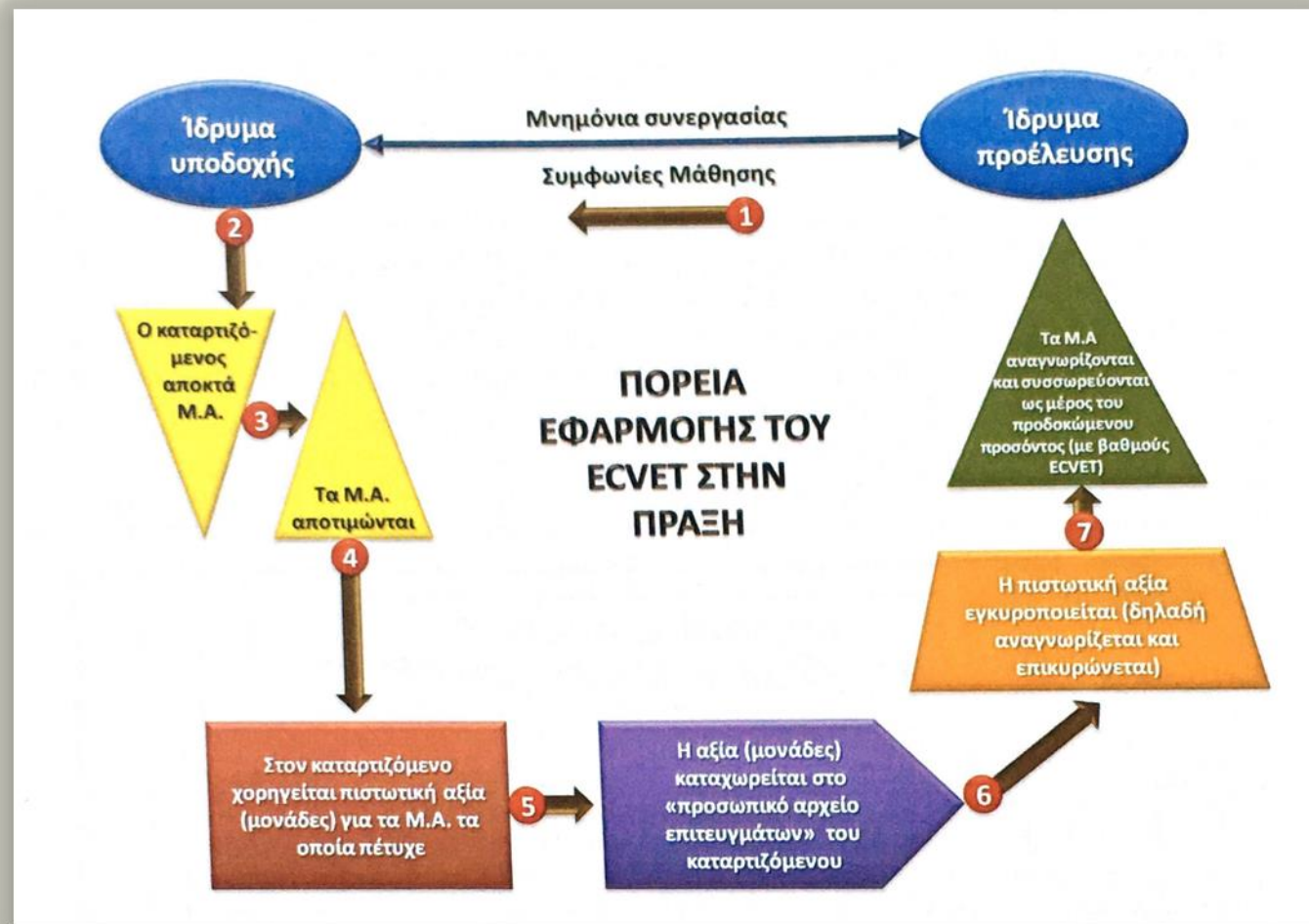
Σκοπός του είναι να καταστεί δυνατή η αναγνώριση των προσόντων των εκπαιδευομένων της δευτεροβάθμιας επαγγελματικής εκπαίδευσης, της αρχικής και συνεχιζόμενης επαγγελματικής εκπαίδευσης και κατάρτισης, κατά τη διάρκεια των περιόδων κινητικότητας.





ecvet

European Credit system for
Vocational Education & Training



Ποια είναι τα οφέλη;

- ❑ Η **κινητικότητα** σ' ένα φορέα ΕΕΚ στο εξωτερικό, ως μέσο απόκτησης νέων δεξιοτήτων και αναβάθμισης προσόντων, καθίσταται περισσότερο **ελκυστική** για τους εκπαιδευόμενους
- ❑ Οι συμμετέχοντες που αποκτούν **νέα προσόντα** σε φορέα του εξωτερικού έχουν μεγαλύτερες πιθανότητες και δυνατότητες να βρουν εργασία.
- ❑ Ενισχύεται η κινητικότητα της εργασίας προς όφελος εκείνων που επιθυμούν να πιστοποιήσουν και να αναγνωρίσουν **μαθησιακά αποτελέσματα**, τα οποία προέρχονται από τη μη τυπική εκπαίδευση και την άτυπη μάθηση.
- ❑ **Εξοικονομείται σημαντικός χρόνος** μέσω της αναγνώρισης της περιόδου εκπαίδευσης και κατάρτισης στο εξωτερικό.
- ❑ Αναπτύσσονται ουσιαστικές **διμερείς συνεργασίες** μεταξύ των φορέων που ενισχύουν τα τοπικά και εθνικά συστήματα επαγγελματικής εκπαίδευσης και κατάρτισης.
- ❑ Εδραιώνεται η **αμοιβαία εμπιστοσύνη** και συνεργασία μεταξύ των οργανισμών ΕΕΚ μέσω της υπογραφής Μνημονίων Συνεργασίας και Συμφωνιών Μάθησης

Αναπτυξιακό Κέντρο Θεσσαλίας και εξ αποστάσεως εκπαίδευση

Aketh LMS

Ελληνικά (el) Log In

AKETH

LEARNING BEGINS HERE

Listen, read, study, and then be tested and graded as you put your newfound knowledge to the test

TECHNOLOGY Technological courses relating to software and hardware.	BUSINESS Courses relating to business, marketing, and finance.	LEARNING & TEACHING Educational, teaching, and learning courses for students and teachers.	LINGUISTICS Tools to help you understand and communicate in various languages.
ACADEMICS Theoretical and Physical science courses, from Math to Philosophy and Chemistry.	ARTS Culture, Music, Literature, Photography, and more.	DESIGN Courses for web, graphic, architecture, fashion, and everything related to the design.	OTHER Lifestyle, health, and a variety of different courses.

<http://lms.aketh.gr>

Η εφαρμογή της εξ αποστάσεως εκπαίδευσης σε ευρωπαϊκά προγράμματα

Vintage Project

The screenshot shows the homepage of the Vintage Project website. The header includes the logo and the text "Valorisation of INnovative Technologies for AGing in Europe". Below the header, there is a navigation menu with "Basic Options" and "Courses List". The main content area is titled "Open eClass - Asynchronous Teleteaching Platform" and displays a "Courses List" table. The table has columns for "Course Name (code)", "Teacher", and "Type". The first row shows "Vintage 001-Get to know Computers (Vintage-001)" taught by "Natasja Petersen". The footer contains logos for AKETH, the European Union, and the Erasmus+ program, along with the text "Copyright ©2003-2011 GUnet" and "POWERED BY OPENeCLASS".

Course Name (code)	Teacher	Type
Vintage 001-Get to know Computers (Vintage-001)	Natasja Petersen	
Vintage 002-How to Use Computers (Vintage-002)		
Vintage 003-The VINTAGE software (Vintage-003)		
Vintage 004-The VINTAGE software: The text editor (Vintage-004)		
Vintage 005-The VINTAGE software : Financial and calculation tools (Vintage-005)		
Vintage 006 - The VINTAGE software : Internet (Vintage - 006)		
Vintage 007 - E-communications E-mail (Vintage - 007)		
Vintage 008 - E-communications Social networks (Vintage - 008)		
Vintage 009 - E-communications: Skype (Vintage - 009)		
Vintage 010 - Information & Entertainment News and information (Vintage - 010)		
Vintage 011 - Information & Entertainment: Youtube and videos (Vintage - 011)		
Vintage 012 - Information & Entertainment:Pictures (Vintage - 012)		
Vintage 013 - E-Health (Vintage - 013)		
Vintage 014 - Safety Internet (Vintage - 014)		
Vintage 015 - E-Commerce (Vintage - 015)		
Vintage 016 - Touch devices (Vintage - 016)		

<http://www.vintageproject.eu>

Building Intelligent Interactive Tutors

The screenshot shows a course page on the AKETH website. The header includes the AKETH logo and the text "ANΑΠΤΥΞΙΑΚΟ ΚΕΝΤΡΟ ΒΕΣΣΑΛΙΑΣ". The main content area is titled "Building Intelligent Interactive Tutors: Adult trainee-centered strategies for life long e-learning" and is described as a "Διαχειριστής Πλατφόρμας". The page features logos for the European Union, Erasmus+, IKY (Institutional Training Center), and AKETH. A video player is embedded on the page, showing a presentation of the Erasmus+ program. The footer contains logos for AKETH, the European Union, and the Erasmus+ program, along with the text "Copyright ©2003-2011 GUnet" and "POWERED BY OPENeCLASS".

<http://up.aketh.gr>

Η εφαρμογή του Moodle σε προγράμματα Erasmus+.

www.startuperasmusplus.com/startup/

Νεοφυείς Επιχειρήσεις Πλατφόρμα μάθησης

Ελληνικά (el)

Δεν έχετε ονόμα: (Είσοδος)

Spread The ART of going UP

ΕΙΣΟΔΟΣ

Όνομα χρήστη

Κωδικός πρόσβασης

Να αποθηκευτεί το όνομα χρήστη

Είσοδος

[Ξεχάσατε τον κωδικό σας;](#)

Εσπερanto - Internacia (eo)

Εσπανόλ - Internacional (es)

Ιταλιάνο (it)

Πορτογάλ - Portugal (pt)

Ρομάνι (ro)

Σλοβενόκινα (sl)

ΕΥΡΩΠΑΪΚΟ ΚΕΝΤΡΟ ΚΑΤΑΡΤΙΣΗΣ IKY

Funded by the Erasmus+ Programme of the European Union

STARTUP

Spread The ART of going UP

Η παρούσα πλατφόρμα κατάρτισης με τίτλο "STARTUP – Spread the Art of Going Up" αναπτύχθηκε στα πλαίσια του ομώνυμου προγράμματος με ERASMUS+ κωδικό 2014-1-EL01-ΚΑ204-001641. Πραγματοποιήθηκε με τη συμβολή από σπάρην από Ελλάδα, Ισπανία, Ιταλία, Πορτογαλία, Ρουμανία, Σλοβενία και Τουρκία και με τη χρηματοδότηση της Ευρωπαϊκής Ένωσης. Η πλατφόρμα, και συντητής και η προσφερόμενη κατάρτιση, είναι διαθέσιμη σε όλες τις γλώσσες των σπάρην και στην Αγγλική. Η πρόσβαση στην πλατφόρμα, στο υλικό και την βοήθεια/οδηγία κατάρτισης έχει τον χαρακτήρα ελεύθερης πρόσβασης και γίνεται με μια απλή και αυτοματοποιημένη διαδικασία όπου απαιτείται μόνο η δήλωση ενός έγκυρου λογαριασμού e-mail. Για την εγγραφή σας στην πλατφόρμα συμπληρώστε τον σχετικό φόρμα. Η πλατφόρμα έχει αναπτυχθεί με την λογική του λογισμικού ανοικτού κώδικα (Open Source) στηριζόμενη στο Learning Management System της Moodle. Μετά την είσοδό σας στην πλατφόρμα μπορείτε να εγγραφείτε (Αντά-εγγραφή) σε κάθε ένα από τα διαθέσιμα μαθήματα.

IKY, European Union, AKETH, Inova, TDM 2000


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Δεν έχετε ονόμα: (Είσοδος)

<http://www.startuperasmusplus.com>

Η εφαρμογή του Moodle σε προγράμματα Erasmus+.

Improving e-learning Training Competencies of Adult Education Teachers English (en) You are not logged in



Home > Log in to the site


Log in

Username:

Password:

Remember username







[Forgotten your username or password?](#)

Cookies must be enabled in your browser 

Some courses may allow guest access

Is this your first time here?

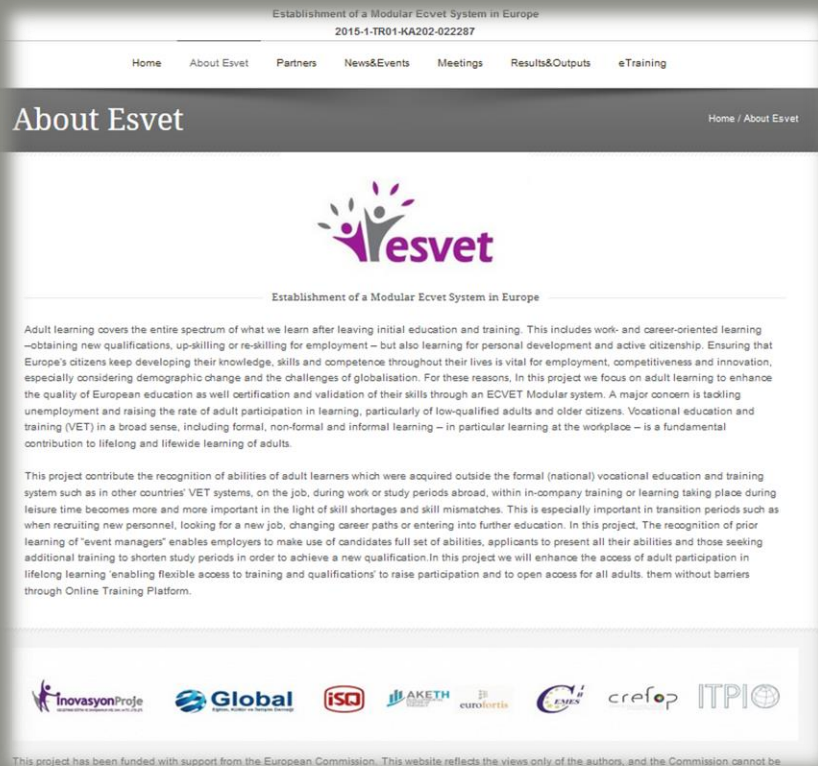
This is an Erasmus+ project with title "Improving e-learning Training Competencies of Adult Education Teachers" and code number 2015-1-TR01-KA104-020470. This e-learning platform has been designed by Developmental Centre of Thessaly using the moodlecloud service for the needs of the project. If you would like to register to it you have to contact site administrator and hosting partner Developmental Centre of Thessaly (AKETH) or the coordinator of the project T.C. Istanbul Valiliği (GÖİ).



This is an Erasmus+ project with title "Improving e-learning Training Competencies of Adult Education Teachers" and code number 2015-1-TR01-KA104-020470.
This e-learning platform has been designed by Developmental Centre of Thessaly using the moodlecloud service for the needs of the project.

<https://aketh.moodlecloud.com>

Establishment of a Modular ECVET System in Europe



Ακρωνύμιο: ESVET

EU programme: ERASMUS+

Σχέδιο 2015-1-TR01-KA202-022287

Περίοδος υλοποίησης: 2015-2018

Συντονιστής: Inovasyon Proje - Turkey

Εταίροι: TR, GR, BG, DE, LV, PT

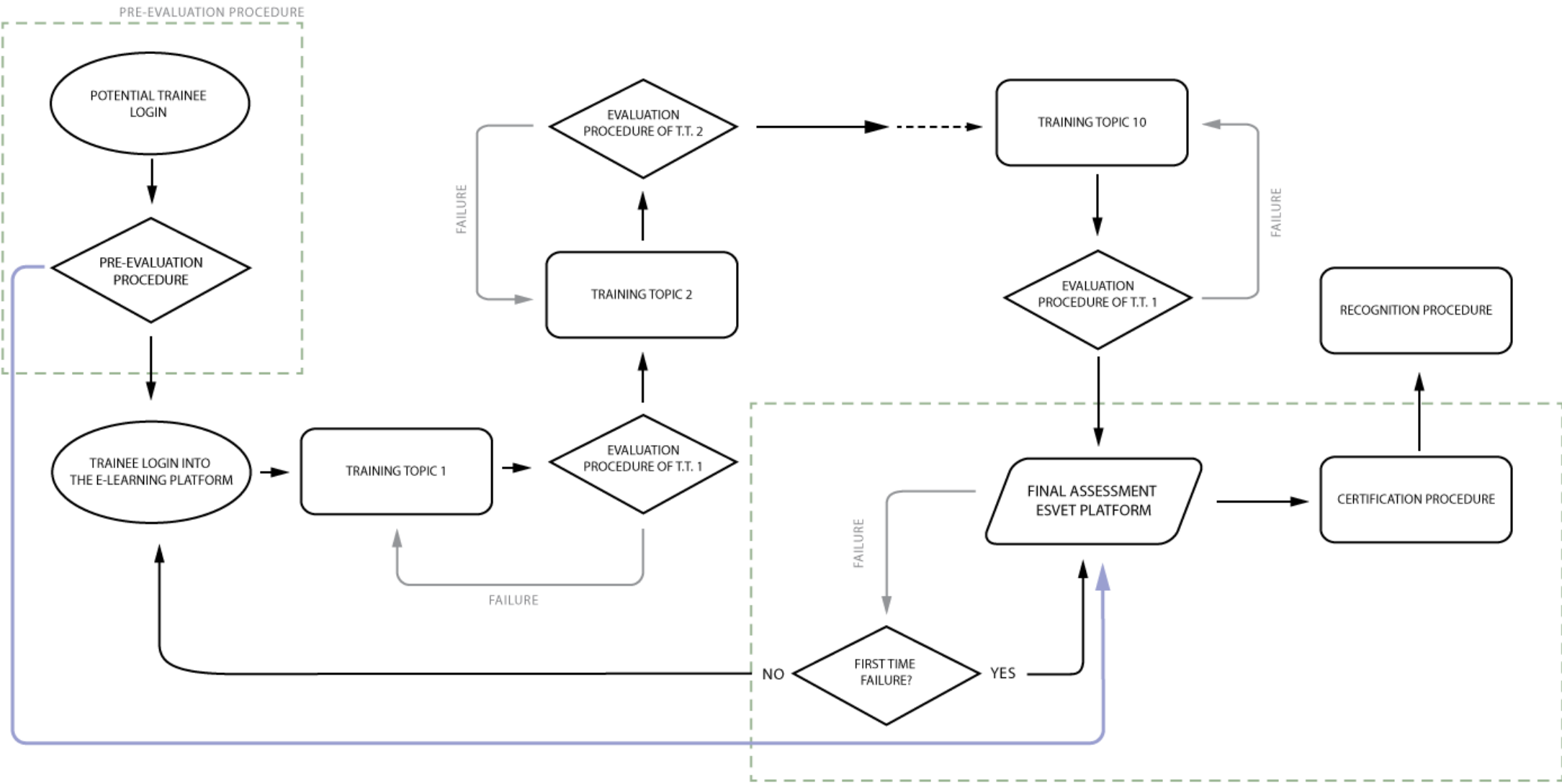
Website: <https://esvet.org/>

ΣΚΟΠΟΣ ΤΟΥ ΕΡΓΟΥ

Κύριος σκοπός του έργου είναι η ανάπτυξη ενός αρθρωτού συστήματος κατάρτισης σύμφωνα με τις αρχές του **ECVET** στον τομέα του event management.

Το προς ανάπτυξη σύστημα κατάρτισης περιλαμβάνει όλη την διαδικασία κατάρτισης: εκπαιδευτικό υλικό, ηλεκτρονική πλατφόρμα κατάρτισης, καινοτόμο εργαλείο αξιολόγησης και πιστοποίησης των δεξιοτήτων που αποκτώνται μέσα από την όλη διαδικασία

- Ανάλυση** του τομέα και των ευκαιριών εκπαίδευσης και κατάρτισης στον τομέα του Event Management
- Δημιουργία του **επαγγελματικού προφίλ** του event organizer technician
- Καθορισμός των **μαθησιακών αποτελεσμάτων** ενός προγράμματος κατάρτισης που αφορά το event management
- Ανάπτυξη μιας ολοκληρωμένης διαδικασίας **blended learning**
- Ανάπτυξη **εκπαιδευτικού υλικού** σε όλες τις γλώσσες
- Ανάπτυξη **πλατφόρμας elearning**
- Ανάπτυξη **πλατφόρμας πιστοποίησης**



LEARNING PATH

ESVET e-learning platform

The screenshot shows the ESVET e-learning platform interface. At the top, there are logos for the European Commission, the Ministry of National Education of Turkey, and the Erasmus+ logo. The main content area features a title "Establishment of a Modular Ecvet System in Europe (2015-1-TR01-KA202-022287)" and a detailed description of the project's goals and objectives. Below the text, there is a section titled "AVAILABLE COURSES" with icons representing various countries: United Kingdom, Turkey, Romania, Portugal, Latvia, Greece, Germany, and Bulgaria. On the right side, there are several widgets: "Accessibility" with font size and contrast options, a "Calendar" for November 2017, a "Progress Bar" for "ESVET - EN" showing a green progress bar, and an "Erasmus+" logo. The footer contains logos for Erasmus+, the Ministry of National Education of Turkey, and ESVET, along with a login status "You are logged in as Gianni Papavasileiou (Log out)" and social media icons for Facebook, Twitter, LinkedIn, YouTube, and Instagram.

Establishment of a Modular Ecvet System in Europe

English (en) | Gianni Papavasileiou

Erasmus+

esvet
2015-1-TR01-KA202-022287

Establishment of a Modular Ecvet System in Europe (2015-1-TR01-KA202-022287)

Adult learning covers the entire spectrum of what we learn after leaving initial education and training. This includes work- and career-oriented learning –obtaining new qualifications, up-skilling or re-skilling for employment – but also learning for personal development and active citizenship. Ensuring that Europe's citizens keep developing their knowledge, skills and competence throughout their lives is vital for employment, competitiveness and innovation, especially considering demographic change and the challenges of globalisation. For these reasons, in this project we focus on adult learning to enhance the quality of European education as well certification and validation of their skills through an ECVET Modular system. A major concern is tackling unemployment and raising the rate of adult participation in learning, particularly of low-qualified adults and older citizens. Vocational education and training (VET) in a broad sense, including formal, non-formal and informal learning – in particular learning at the workplace – is a fundamental contribution to lifelong and lifewide learning of adults.

This project contribute the recognition of abilities of adult learners which were acquired outside the formal (national) vocational education and training system such as in other countries' VET systems, on the job, during work or study periods abroad, within in-company training or learning taking place during leisure time becomes more and more important in the light of skill shortages and skill mismatches. This is especially important in transition periods such as when recruiting new personnel, looking for a new job, changing career paths or entering into further education. In this project, The recognition of prior learning of "event managers" enables employers to make use of candidates full set of abilities, applicants to present all their abilities and those seeking additional training to shorten study periods in order to achieve a new qualification. In this project we will enhance the access of adult participation in lifelong learning 'enabling flexible access to training and qualifications' to raise participation and to open access for all adults, them without barriers through Online Training Platform.

AVAILABLE COURSES

United Kingdom, Turkey, Romania, Portugal, Latvia, Greece, Germany, Bulgaria

Accessibility

Erasmus+ International...

Calendar

Mon	Tue	Wed	Thu	Fri	Sat	Sun
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

Progress Bar

ESVET - EN

NOW

Erasmus+

You are logged in as Gianni Papavasileiou (Log out)

Erasmus+ | Ministry of National Education of Turkey | esvet

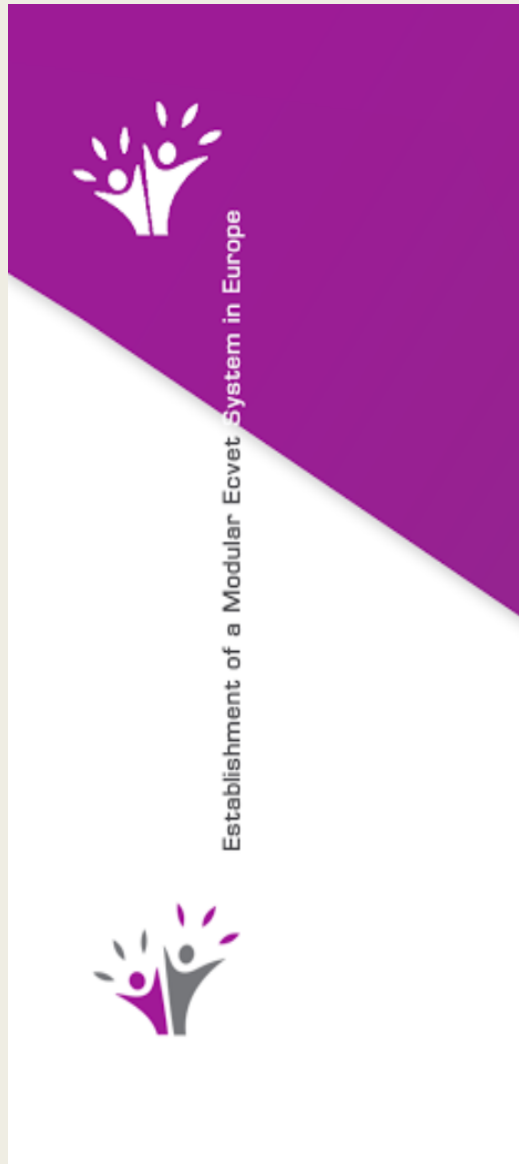
This project has been funded with support from the European Commission. This website reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



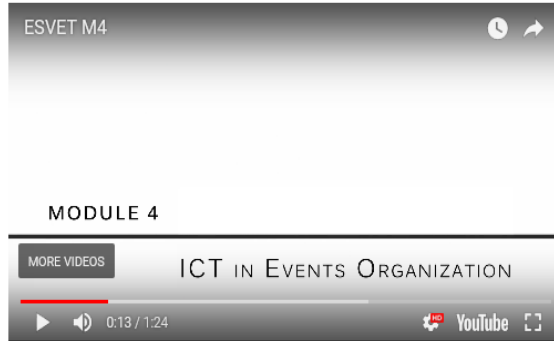
Augmented Reality – Aurasma App



Δομή του Learning Unit



◀ LEARNING UNIT 3 – EVENT BUDGET ELABORATION LEARNING UNIT 5 – EVENT MARKETING ▶
LEARNING UNIT 4 – ICT IN EVENTS ORGANIZATION



LEARNING UNIT SUMMARY

Event management industry is evolving and changing with the times, and the number one reason for that is technology, as is most often the case in other industries. When speaking about technology in the context of event management, we usually mean software. In the last several years, many software solutions geared specifically towards helping event managers and planners do their jobs more effectively have appeared. Event management software is the generic term for a wide range of software products that are used in the management of professional and academic conferences, trade exhibitions, conventions and smaller events such as Continuing Professional Development (CPD) meetings. This Learning Unit is focusing on the basic issues regarding ICT and Event Management and Organization. During his Unit learners will gain new skills, knowledge and competences so at the end they will be able to of Using specific ICT management software in the implementation of a determined event.

ACTIONS/ACHIEVEMENTS: Using specific ICT management software in the implementation of a determined event

LEARNING CONTENTS

- SUBUNIT 1: Advantages and disadvantages of Management Software
- SUBUNIT 2: Types of Project Management Software
- SUBUNIT 3: Specialised software for event management
- SUBUNIT 4: Planning, monitoring and organising features of event management softwares

KEYWORDS: ICT, open software, free software, project management software

WORKLOAD: The workload of ICT IN EVENTS ORGANIZATION module is 25 hours with 8 learning hours

Not available unless: You achieve a required score in **Training Unit Evaluation 3**

- 📁 Main Training Material
- 📄 Audiovisual training material
- 📄 Training Unit Evaluation 4

Launch ATbar
 (always?)

Latest news
Add a new topic...
(No news has been posted yet)

Progress Bar
NOW
Mouse over or touch bar for info.
Overview of students

Level up!
1
0 XP
120 XP to go
Participate in the course to gain experience points and level up!

RECENT REWARDS
-

Info Ladder Report Settings

Administration
Course administration
Turn editing on
Edit settings
Course completion
Users

esvet
2015-1-TR01-KA202-022287



ESVET - CEMES Administration Center

Tuesday, 21. November 2017
12:06:20

PROJECT PARTNERS



2015-1-TR01-KA202-022287

ESTABLISHMENT OF A MODULAR ECVET SYSTEM IN EUROPE

ESVET PROJECT

The ESVET project is a response to the needs of event managers who have low initial qualifications and encounter obstacles to the acceptance and certification of their professional experience. In order to improve the qualifications of workers in this sector, the project will draw up a European qualification standard for event management by describing managerial competences. It is intended to promote the recognition of learning outcomes for the event manager profile by developing a method of assessment using an ECVET and learning outcome-oriented approach. As a main product, the project will create and develop an assessment tool based on the CEMES methodology for the occupational field event manager. For this purpose, learning units are defined and action-oriented skills are described.



User-ID or e-mail

Password

Login

for testing

Imprint

This project has been funded with support from the European Commission. This website reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Contact



A word cloud centered on the word "GAMIFICATION" in large, bold, red capital letters. The word "GAMIFICATION" is the largest and most prominent. Surrounding it are various related terms in different colors and orientations, including "engagement", "participation", "points", "arts", "leaderboard", "marketing", "digital", "puzzles", "loyalty", "gaming", "achievements", "apps", "strategy", "competition", "fun", "social", "audience building", "relationships", and "play". A small, red, pixelated alien icon is positioned above the word "incentives". The entire word cloud is set against a light beige background with a large black L-shaped graphic element in the top-left and bottom-right corners.

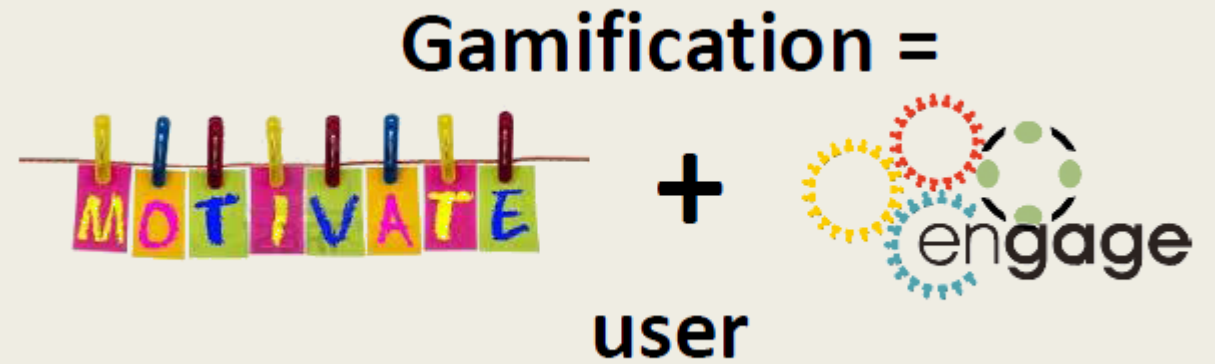
engagement participation points arts leaderboard marketing digital puzzles loyalty gaming achievements apps strategy competition fun social audience building relationships play

GAMIFICATION

incentives



Gamification είναι η χρήση του τρόπου σκέψης των παιχνιδιών και των αντίστοιχων μηχανισμών για να κάνουμε τους εκπαιδευομένους να συμμετάσχουν στην επίλυση του προβλήματος. (Zichermann, Gabe, Cunningham, Christopher (August 2011) Gamification by Design.

$$\text{Gamification} = \text{MOTIVATE} + \text{engage} + \text{user}$$


Progress Bar

Ένα εργαλείο διαχείρισης χρόνου για τον εκπαιδευτή και τους εκπαιδευομένους.

Εμφανίζει την πρόοδο των εκπαιδευομένων στις δραστηριότητες του μαθήματος.



Certificate

Παροχή πιστοποιητικού
ολοκλήρωσης του μαθήματος.

Παρέχεται αυτοματοποιημένα από
την πλατφόρμα.



The certificate is a formal document with a purple header and footer. The header contains the ESVET logo (a stylized tree) and the text 'esvet 2015-1-TR01-KA202-022287'. The footer contains the date 'November 21, 2017'. The main body is white and features the Erasmus+ logo in the top right. The title 'Certificate of Participation' is centered in bold black text. Below it, the text reads: 'We hereby certify that *System Administrator* has attended the training programme in ESTABLISHMENT OF A MODULAR ECVET SYSTEM IN EUROPE - ESVET'. A circular logo with the text 'OK3HE11m' is centered below the text. At the bottom, it states 'with code: 2015-1- TR01-KA202- 022287 within the ERASMUS + KA2 programme'. A row of partner logos (eurofortis, Global, ISQ, InovasyonProje, AKETH, crefop, CEM, ITPI) is at the bottom. A small disclaimer at the very bottom reads: '* the certificate of participation corresponds to full course attendance of the training available on the e-learning platform of the ECVET project (elearning.esvet.org/) but with no participation in the final assessment procedure for the recognition of achievements.'

esvet
2015-1-TR01-KA202-022287

 Erasmus+

Certificate of Participation

We hereby certify that

System Administrator

has attended the training programme in

ESTABLISHMENT OF A MODULAR ECVET SYSTEM IN EUROPE - ESVET



with code: 2015-1- TR01-KA202- 022287
within the ERASMUS + KA2 programme

* the certificate of participation corresponds to full course attendance of the training available on the e-learning platform of the ECVET project (elearning.esvet.org/) but with no participation in the final assessment procedure for the recognition of achievements.

November 21, 2017

Ranking Block

Μπλοκ κατάταξης των εκπαιδευτομένων.

Η κατάταξη λειτουργεί με την παρακολούθηση δραστηριότητας

Pos	Fullname	Points
1	 Bruce Wayne	34.0
2	 Yoshi Shigefumi	27.5
3	 Mario Bross	26.0
4	 Sonic Hedgehog	23.0
5	 Ryu Gouken	22.0
6	 Peter Park	21.5
7	 ken Masters	21.0
8	 Luigi Bross	18.0
9	 Clark Kent	11.0
10	 Wolverine X	10.0





Level up!

Ο εκπαιδευόμενος μαζεύει experience points και ανεβαίνει levels.

Το level up block εμφανίζει το επίπεδο του εκπαιδευομένου καθώς και την πρόοδο μέχρι το επόμενο.


Ladder

Infos Ladder

Rank	Full name	Level	Experience points	Progress
1	 Kyle Broflovski	10	1234	<div style="width: 100%;"><div>1234/1234</div></div>
2	 Eric Cartman	4	180	<div style="width: 66%;"><div>60/66</div></div>
3	 Clyde Donovan	1	27	<div style="width: 30%;"><div>27/30</div></div>
4	 Stan Marsh	1	12	<div style="width: 40%;"><div>12/30</div></div>

Congratulations!

You reached level 6!



Cool, thanks!

Quizventure

Προσομοίωση του παιχνιδιού
Space Invaders.

Ο εκπαιδευόμενος για να
«κερδίσει» πρέπει να ανιχνεύσει
και να πυροβολήσει την σωστή
απάντηση




















Το H5P είναι ένα free και open source plugin το οποίο επιτρέπει και διευκολύνει την δημιουργία πλούσιου HTML5 υλικού στο Moodle.


Content Types

[View all](#) [Games](#) [Multimedia](#) [Questions](#) [Social media](#)


 Accordion Create vertically stacked expandable items	 Agamotto Create a sequence of images that gradually	 Arithmetic Quiz Create time-based arithmetic quizzes	 Audio Recorder Create an audio recording	 Chart Quickly generate bar and pie charts
 Collage Create a collage of multiple images	 Column Column layout for H5P Content	 Course Presentation Create a presentation with interactive slides	 Dialog Cards Create text-based turning cards	 Documentation Tool Create a form wizard with text export
 Drag and Drop Create drag and drop tasks with images	 Drag the Words Create text-based drag and drop tasks	 Fill in the Blanks Create a task with missing words in a text	 Find Multiple Hotspots... Create many hotspots for users to find	 Find the Hotspot Create image hotspot for users to find

ΠΡΟΣΒΑΣΙΜΟΤΗΤΑ





Establishment of a Modular Ecvet System in Europe



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LEARNING UNIT 1 –EVENT PLANNING AND DESIGN

LEARNING UNIT SUMMARY

During this training module learners will get familiar with basic concepts regarding Event Planning and Design in order to help them designing a specific event plan. In the first sub-unit "Event types" the students will learn about what is an event, the different types of events, the importance of event management. In the second sub-unit trainees will be taught about event targeting and in the last sub-unit about event planning. In the end of the module learners should be capable of not only establishing in the detail the various steps and timings required to implement an event but also defining the roles and responsibilities of the various human resources and teams in an event.

ACTIONS/ACHIEVEMENTS After having completed a learning process trainees should know and be able to design an event plan.

LEARNING CONTENTS

- o SUBUNIT 1: Event types
- o SUBUNIT 2: Definition of event target audience
- o SUBUNIT 3: Models of event plans

WORKLOAD: The workload of Event Planning and Design module is 25 hours with 12 learning hours.

Folder: 1 Page: 1 Quiz: 1

LEARNING UNIT 2 – EVENT COORDINATION

Folder: 1 Quiz: 1

Not available unless: You achieve a required score in **Training Unit Evaluation 1**

Accessibility

A- A A+

R A A A


Launch ATbar (always?)

Add a new topic...

(No news has been posted yet)

Progress Bar


NOW



Mouse over or touch bar for info.

Overview of students

Level up!



0 XP

“Computers are incredibly fast, accurate and stupid;
Humans are incredibly slow, inaccurate and brilliant;
Together they are powerful beyond imagination.”

Albert Einstein