

Teaching & Learning with New Technologies – Get an Insight into Tomorrow’s VET!

Projects, Tools and Studies mentioned in the Video Interviews
June 2020

The following list includes projects, tools, online platforms, and studies mentioned by our three interview partners in the interviews or at the edge of the recordings. Please note that some of the listed VET tools & platforms are only available in German by now but might be translated in the future. The underlying concepts can nevertheless serve as an inspiration for the design of similar tools.

Prof. Dr. Alberto Cattaneo (SFIVET)

Research Institutes

Swiss Federal Institute for Vocational Education and Training (SFIVET)

<https://www.sfivet.swiss/>

The SFIVET research field on ‘[Education Technologies in VET Programs](#)’ is intended to shed light on and explore the role, the benefits as well as the challenges of technological innovation in facilitating and enhancing teaching and learning in VET. It includes different research projects on the interface of new technologies and VET.

École Polytechnique Fédérale de Lausanne (EPFL)

<https://www.epfl.ch/en/>

As a Leading House of a broader VET research program funded by the Swiss Federal Administration, EPFL is leading an umbrella project called ‘[Dual-T – Technologies for Vocational Training](#)’. The project, which involves researchers from different universities and institutes, explores how technologies can be used to foster and better coordinate the interaction and collaboration between learning locations in dual-track VET programmes (for a short overview see [here](#)).

Tools & Online Platforms

Augmented Reality Tool for Carpenters

<https://www.epfl.ch/labs/chili/dualt/completed-projects/carpenters-statics/>

This tool developed by EPFL serves carpenters to train their understanding of statics through augmented reality.

eLLD

<https://www.youtube.com/watch?v=1rIK3o-lyLg> (German)

The ‘Elektronische Lern- und Leistungsdokumentation’ eLLD [Electronic Learning and Performance Documentation eLLD] is a documentation tool developed by SFIVET. It supports interaction between the three different learning venues of Swiss VET (workplace, vocational school and inter-company courses), while keeping the apprentice at the center of attention.

iVideo.education
www.ivideo.education

iVideo.education is a SFIVET project that explores the possibility of creating interactive videos using small pieces of footage, to promote learning. It allows all teachers and trainers, with no particular computer skills, to customise and structure didactic material for his/her own teaching or training activity, using existing footage and linking it to all sorts of different resources (text documents, images, audio files etc.). It also enables individual learners or groups of learners to insert notes directly onto the video.

Realto
<https://www.youtube.com/watch?v=GmOxub82vpw>
<https://www.epfl.ch/labs/chili/dualt/current-projects/realto/>

REALTO is an online learning platform for integrated vocational education and training. It aims to bridge the gap between school and workplace learning contexts in both directions. It is a versatile platform that can be adapted to the specific needs of different professions and user groups. REALTO is being developed in an iterative co-design process with professional associations, teachers, supervisors, learners, and researchers.

Literature

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Michael Härtel (BIBB)

Research Institute

Federal Institute for Vocational Education and Training (BIBB)
www.bibb.de/en

BIBB is recognized as a center of excellence for research and for the progressive development of VET. BIBB works to identify future challenges in VET, stimulate innovation in national and international VET systems, and develops new and practice-oriented solutions. It runs an array of activities in the field of digital transformation of the work, VET 4.0, etc.

Tools & Online Platforms

Blok

<https://www.online-ausbildungsnachweis.de/portal/index.php?id=home> (German)

Blok is an online training certificate for dual VET which enables all players to work together. The integrated development portfolio supports transparent tracking of the learning progress, the strengthening of personal responsibility and the initiation of reflection processes.

foraus.de

https://www.foraus.de/de/foraus_112681.php

https://www.foraus.de/dokumente/pdf/25537_foraus_Flyer_GB_290518.pdf

foraus.de is the trainer portal of the BIBB. It offers a wide range of services and information that is important for day-to-day training in companies. The portal has nearly 12,000 registered members and is the largest community for trainers in Germany. It supports the organization of VET and contributes to the ongoing improvement of in-company training.

KeaP

<http://keap.digital> (German)

The KeaP digital training concept is a new approach to structure and digitize training processes at the production workplace. It improves continuing vocational training in production companies through an IT-supported teaching-learning structure. With this approach, experienced employees are able to create learning units for colleagues, written documents, to integrate photos, videos, animations and progress controls into the learning process.

Kfz4me

<http://www.kfz4me.de>

On Kfz4me.de, apprentices in the field of automotive mechatronics present explanatory videos for subsequent use. The apprentices work on a technical task and create a text and an MP4 movie about their solutions. The finished film - a quality-tested explanatory video (learning nugget) - is available as an open learning resource (OER). Apprentices can thus develop their professional skills while being working creatively and deal with questions of media ethics, use and design. The concept of kfz4me.de is transferable to other professional fields.

OER

<https://open-educational-resources.de/> (German)

<https://open-educational-resources.de/dossierseite/?praxis=allgemein&bereich=berufsbildung> (German)

This web portal offers information on Open Educational Resources (OER) for different educational areas, including VET.

Threema

<https://threema.ch/en>

Messenger with high security and privacy standard, which is used by different public administrations, schools etc.

Dr. Alexander Schmölz (öibf)

Research Institute

Austrian Institute for Vocational Education Research (öibf)

www.oeibf.at/en

The öibf is a non-profit organization in the non-university area. In addition to empirical research, the goal of öibf is to bring together isolated and fragmentary research results from various disciplines to draw a comprehensive picture of the complex reality of VET. Digitalization & inclusion is one of the institute's specific fields of research.

Tools & Online Platforms

Games for Change

<http://www.gamesforchange.org/>

"Games for Change" is a non-profit organization providing support, visibility, and shared resources to individuals and organizations using digital games for social change and education.

Khan Academy: <https://www.khanacademy.org/>. Open Educational Resource Platform

Open Educational Resources Commons: <https://www.oercommons.org/>. Open Educational Resource Platform

Zero Project – Inclusive Education and ICT

<https://zeroproject.org/practice-type/innovative-practices-2020-on-inclusive-education-and-ict/>

The Zero Project is a platform where the most innovative and effective solutions to problems that persons with disabilities face, are shared. One category of the project showcases ICT innovations that allow young persons with disabilities to access education opportunities (including VET). Inclusive ICT covers a range of platforms and technologies including inclusive web solutions, accessible software, hardware, devices, and apps.

Literature

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