



## Active learning through improved interactivity –

ALTII

2nd Newsletter

October 2022

### Project partners:



## About:

Name: Active learning through improved interactivity – ALTII

Project number: 2020-1-HR01-KA226-SCH-094735

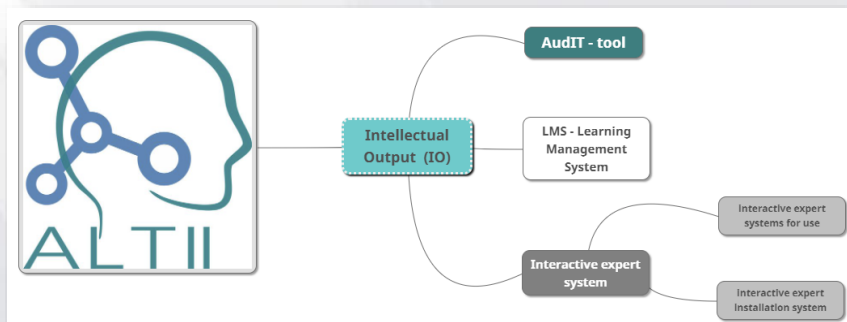
Duration: 1.3.2021. – 28.2.2023.

Target group: učitelji, nastavnici predmetne nastave, profesori u srednjim školama

Project coordinator: Aquilonis d.o.o.

Web: <https://altii.online/>

Facebook: <https://www.facebook.com/ALTII-112107737591633>



Enjoy the content, and feel free to send all comments and suggestions to our e-mail address [altii.team@aquilonis.hr](mailto:altii.team@aquilonis.hr)



Co-funded by the  
Erasmus+ Programme  
of the European Union

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

information contained therein.

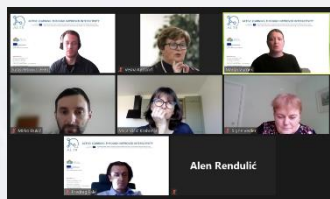
## What have we done so far?

Work on the project is divided into 2 main project units - O1.A1. Creation of the Audit tool to improve interactivity and O1.A2. LMS with methodical instructions and examples to improve interactivity.

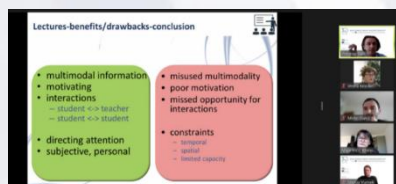


1.3.2021. an introductory Kick-off meeting of the project partners was held. The meeting was held via the ZOOM platform, and we were especially pleased to host the representative of the Agency for Mobility and EU Programs - Mrs. Ana Kunović Roca, who greeted the consortium partners and reminded of the important elements during the implementation of the project.

23.4.2021. the first in a series of online workshops for project partners was held - O1.A1.1 Workshop of ICT tools for interactivity. The aim of the workshop was to work together to define the term "interactivity", what it means for our project, for teachers in schools, and what it means for students.



For activity O1.A1.3 Confirming the functionality of Audit - the project partner FER recorded a video about the functionality of Audit and confirmation of the application of the conclusions from the held workshop O1.A1.1. Based on the conclusions from the O1.A1.1 workshop, project coordinator Aquilonis designed the Audit user interface, which was the goal of activity O1.A1.4.



7.5.2021. a new online workshop O1.A1.5 User Interface Testing Workshop was held. For the workshop, the project partners chose the ARS tool they use during interactive classes, presented the usage scenario, key elements: class/age of students/topics/what types of questions to ask/how many/with what purpose. At the workshop, the partners tested the trial version (eng. mockup version) of the Audit tool, created by the partner FER, in cooperation with the project partners. Based on the mockup version, inputs

were given to the activity manager O1.A1.6 – FER and the final architecture of the AudIT tool was defined.

28.9.2021. activity O1.A1.7 Designing software - AudIT has been completed. In accordance with activities O1.A1.6 and O1.A1.7, the system architecture was elaborated and the specification of software requirements was formed.

As a result of activities O1.A1.6 and O1.A1.7, a document was created with a description of the system architecture, a specification of software requirements for the system, and a recommendation of implementation technologies..

In accordance with activity O1.A1.8, the first version of the AudIT system was implemented and publicly available, which implements all the main functions of the tool defined by the requirements in the project application and at the workshop with partners: collecting text messages from the audience or their ABCDE answers in anonymous or registered mode and their display on a graph, in text form, word cloud with support for grouping messages based on their similarity.

27.1.2022. activity O1.A1.8 Creation of AudIT has been completed. During February, the partners are working on testing the tools, and a joint workshop on system testing is planned, namely: 1) testing the usability of the user interface, 2) testing the implemented application with the aim of identifying errors or problems, 3) testing the implemented application with the aim of evaluating the usability of the implemented algorithms for assessment of the similarity of text messages.

ALTII ACTIVE LEARNING THROUGH IMPROVED INTERACTIVITY

Cookies policy us English

## Welcome to AUDIT audience response system.

Choose your role:

Lecturer Audience

Erasmus+ AGENCY FOR MOBILITY AND EU PROGRAMMES Co-funded by the Erasmus+ Programme of the European Union

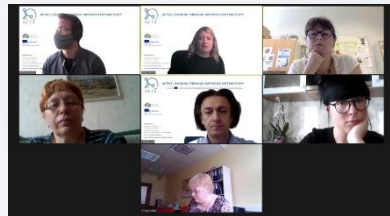


In accordance with feedback (O1.A1.11 End-user testing) AudIT has been refined to meet the needs of users of different profiles and needs.

After the partners created expert systems for the use and installation of the AudIT tool, AudIT began to be used during classes at the Faculty of Electrical Engineering and Computer Science, and the large number of users who simultaneously use the tool in class is a real test and challenge for the quality of the tool. In addition to FER, partners also use the AudIT tool in classes to test during work.

Work on the second part of our intellectual result - **O1.A2. The LMS with methodical instructions and examples for improving interactivity** took place in parallel with the activities at O1.A1. **Creation of the AudIT tool to improve interactivity.**

Work on O1.A2. The LMS with methodical instructions and examples for improving interactivity started with the workshop O1.A2.1 Interactivity workshop and defining the structure of interactivity self-learning materials, which took place on 14/05/2021. via ZOOM. For the workshop, the partners prepared a short presentation on a topic that seems particularly difficult for the students or that they do not understand well, within the scope of the subjects they teach. The partners were each other's teachers, and through a joint discussion, suggestions were made to make it easier for the students to understand the topic they chose for the presentation. The goal of the workshop was for the teachers to become students for a short time and to listen to a topic that is not close to them and try to understand the teacher (in this case the project partner).

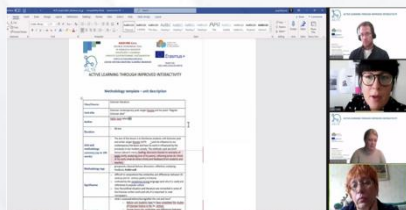
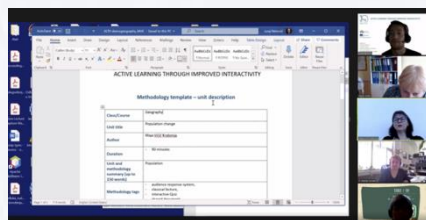


Activity O1.A2.2 Identification of teacher and student needs started on 7/6. in 2021 together with the activity O1.A2.4 Initial methods of interactivity for subjects with an example. The beginning of both activities because they are combined due

to the similarity of the subject matter. Work on activities under O1.A2.2 and O1.A2.4 started with an online workshop to harmonize needs and standardize joint action.

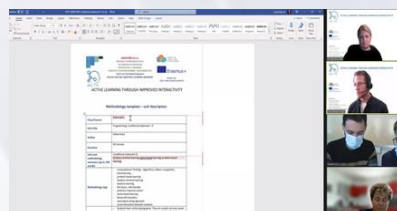
Before the workshop, the partners researched the needs of teachers in their area, and at the workshop they presented their conclusions, and a document on the needs of teachers, which we want to meet with the results of this project, was compiled through joint work. The project partners also worked on identifying the needs of the students they encounter in their work. The goal of the workshop was to reconcile the needs of teachers and students. Keeping in mind the needs that these project activities want to satisfy, the partners analyzed and jointly worked on a template for further work on the development of methodologies by subject. After the adopted template, the partners worked on the development of methodologies. Each member of the partner organization created 3 methods on a selected topic, according to the template that was created and adopted at the workshop.

O1.A2.5 The methodology harmonization workshop was held in the form of three smaller workshops to ensure that all partners participated in this activity and had the opportunity to give their input and opinion on the developed methodological examples from activities O1.A2.4 and O1.A2.3.



During the meetings, the partners received feedback on their submitted methodical examples and at the same time had the opportunity to provide the project manager with feedback on the structure of the forms for the development of methodical examples.

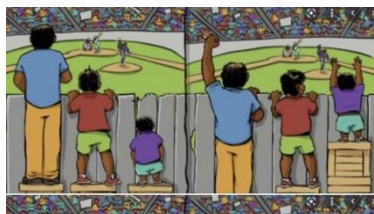
The partner's role was to further implement it on the new template provided by the project coordinator and thus start activity O1.A2.6 – Development of methods for subjects with initial examples.



The partners then worked until the end of November on the development of methods for the subjects according to the given instructions.

On December 10, 2021, the project partners held another workshop to test templates for further work on the project (O1.A2.7) The workshop was designed as a joint creation of an interactive lecture on a daily, general topic chosen by the partners themselves by voting at the beginning of the workshop. Of the 3 current topics offered - the corona virus, the migrant crisis, and inclusion and diversity, the partners chose that the topic would be inclusion and diversity. The partners were both teachers and students, and the joint work resulted in an interactive methodology on the topic of inclusion and diversity. The partners actively participated in the workshop and contributed to the topic so that the methodology covers all key aspects related to the topic. We are especially proud that our consortium recognizes the importance of the topic of inclusion and diversity and that we have developed the first joint methodology on this topic. Through joint work, we checked and determined the understanding of the template, the objectives of the methods and how to include ARS tools in the planning of the methods. With the workshop completed, the project partners began work on a large unit - O1.A2.8 - Methodological corrections and creation of examples. The aim of the activity is for each member of the project team to develop 10 methodologies with examples of using the Audit tool in teaching.

During October, the partners will finish developing the methodologies and they will be implemented in the created LMS (Learning Management System).






  
**ACTIVE LEARNING THROUGH  
IMPROVED INTERACTIVITY**  
 Project No. 2020-1-HR01-KA226-SCH-094735

Programme: **Erasmus+**  
 Project: **Active learning through improved interactivity**  
 Project: **Active learning through improved interactivity ALTII**  
 Key action: **Cooperation for innovation and the exchange of good practices**  
 Action: **Strategic Partnerships**  
 The most impacted field: **Strategic Partnerships for school education**  
 Project Start Date: **1-03-2021**  
 Project End Date: **28-02-2023**  
 Project number: **2020-1-HR01-KA226-SCH-094735**



And work on the project, apart from online, we also organized at the Transnational project meeting in Maribor, Slovenia





Take a look at  
AudIT tool:



Newsletter created by: Aquilonis d.o.o.

---



information contained therein.

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