



Recorded for e-Ternity

NEWSLETTER #1

the first newsletter of ART project

in this newsletter

- the first partners meeting
- the initial impact assessment
- the ART survey

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THE FIRST PARTNERS MEETING

The first partners meeting, due to Covid-19 pandemic issues, has been implemented as online meeting on 7th April.

The kick off meeting, after the presentation of each participating organization, focused on general goals, workplan and expected results of ART project. All partners had the opportunity to share their ideas for a successful project.

We shared proposals about the implementation of the project workplan, the various technical and visual opportunities offered by VR in arts and culture sector, the methodologies to be used for the production of each expected outputs, as well as the most adequate channels for the project visibility and dissemination.

THE INITIAL IMPACT ASSESSMENT

Each partner invited experts in the educational field to work together on these crucial questions:

- What is VR technology and how does it contribute to innovation in education?
- How can students, teachers and other experts and the professional education field be involved in this?
- How can publicly accessible material for the VR application be developed that does not infringe copyrights? How can we deal with permission from museum?
- What can VR mean in a traditional learning context, for example in a blending learning and / or co-creation context or in distance learning?
- How does the educational material fit in a context with different types of students (levels) from different countries?
- What are the possible pitfalls and what solutions within the implementation in this project?

The discussion is available in the **EPALE group** "Art and culture Recorded for e-Ternity"

THE ART SURVEY

To develop ART Conceptual framework we are implementing a survey with *30 teachers* from European schools *in each partner country*, as needs analysis is carried out regarding the needs of the VR application with regard to innovation in education. This will be used as quantitative input in the realization of the platform (O3) on which the actual teaching materials and VR materials will be based.

The **English version** of the survey is available here: https://es.surveymonkey.com/r/Needs-analysis_ART-project

