

ICT22 – 2016: Technologies for Learning and Skills

October 2015

Horizon 2020 Work Programme 2016

- **ICT-22-2016: Technologies for Learning and Skills**

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Overall Aim:

Promote modernization and excellence in education and training through pervasive access to digital learning and 21st century skills

Scenario:

- New interactions between formal and informal learning, changing role of teachers, social media, students attitudes, strong demand innovation

Obstacles:

- Silo-products, low interoperability, no cross-border adoption

Baseline:

- Research and Innovation Action: theoretical models, personalisation, learning analytics
- Innovation Actions: innovation, grassroots (ODS), pilot projects (skills)

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Challenges

- Creation of an **innovation ecosystem** that facilitates open, more effective and efficient **co-design, co-creation, and use** of digital content, tools and services for **personalised learning and teaching**.
- And which allows co-creation and co-evolution of **knowledge and partnerships** to develop the appropriate components, services and leading learning technologies, which will empower teachers and learners and facilitate **innovation in education and training**

a. Innovation Action

- Develop and test **open, interoperable** components for a **flexible, scalable** and cost effective **cloud-based digital learning infrastructure** for **primary and secondary education (K12)**
- **Personalised, collaborative** or experimental learning and skills validation

Solutions should enable:

- Easy creation, mix and re-use of content, services, applications and contextual data for interactive learning processes;
- New learning experiences and experimentation;
- Innovative educational support services (e.g. learning analytics collecting, storing, sharing learner data in a systematic, secure way)

Solutions should:

- Have clearly defined learning context, integrate dynamic real-time assessment of learner's progress;
- Be tested through very large pilots in several European countries

Budget € 20 million expected proposals €5 million

b. Research & Innovation

Technologies for:

- deeper learning of Science, Technology, Engineering, Mathematics, combined with Arts (STEAM)
 - ✓ improving the innovation and creative capacities of learners and supporting the new role of teacher as a coach of the learner

Activities cover:

- Foundational research and/or component and system level design with pilot testing
 - ✓ to support (user-driven) real-life intervention strategies with new enabling technologies

Budget € 11 million expected proposals of €2.5 million

THANK YOU FOR YOUR ATTENTION!