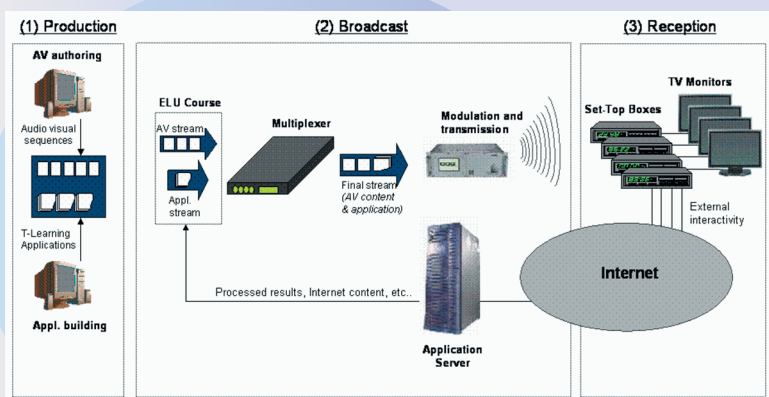




OBJECTIVES

- Study the pedagogical and technological aspects of using iDTV as the medium for t-learning
- Develop new tools for creating content for t-learning to be used on iDTV
- Develop enhancements to MHP to meet the t-learning needs
- Verificate the proposed pedagogical methodology and of the developed technological tools with different educational contents and a variety of users



THE ELU T-LEARNING GAME FRAMEWORK

- T-learning framework based on game templates
- Active involvement of the learners (players) in building the educational objects (i.e. the game instances)

- A web-based visual authoring tool through which young players can create their own instances of the game templates, by inserting contents (e.g. characters, images, sounds)
- Three main game templates categories:
 - Observation games (manipulation of images)
 - Reflection games (quizzes, riddles)
 - Action videogames (culturally-contextualised arcade games)

CONSTRUCTIVIST PEDAGOGICAL THEORY

- Constructivism overturns the traditional instructional perspective that focuses on strategies and materials to help teachers instruct through an effective and easy to memorize organisation of contents.
- Constructivist approach in the direction of constructivism. Constructivism funds the basis of learning on knowledge construction through the active construction of artefacts/products in social contexts where the values are sharing, externalisation, representation and meaning negotiation
- To design following a constructionist approach means to define the strategies, the tools and the materials to sustain the learner to construct her/his personal knowledge.
- In this constructionist perspective, we aim at designing learning environment that supports Meaningful Learning (i.e. able to trigger active, constructive, intentional, authentic and cooperative learning processes).

iDTV AS A LEARNING ENVIRONMENT



- Interactivity
- Video Learning experience
- Adaptivity
- Narrative
- Informal learning/edutainment
- Social activity