

Association for Smart Learning Ecosystems and Regional Development

an overview



established on 22 July 2015

http://www.mifav.uniroma2.it/inevent/events/sclo/index.php?s=219

on a Solid background (SCLO, events, publications, etc.)



background

INTERNATIONAL OBSERVATORY









background



Sinaia - Romania



Villard de Lans France

Pechino - China



Bologna - Italy









Smart Learning Ecosystems for Social Innovation and Territorial development (networking session)



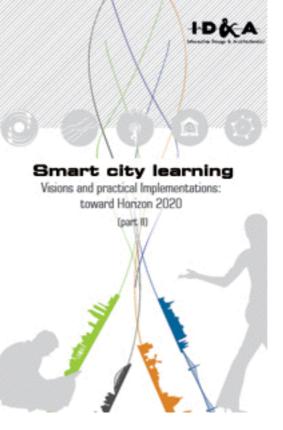
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PUBLICATIONS

2013

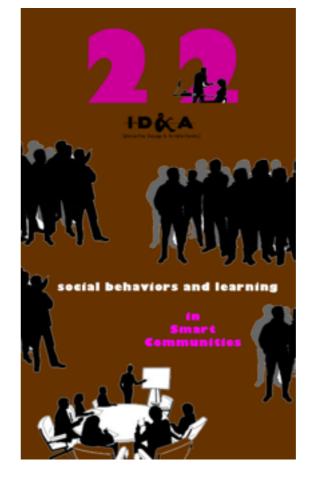


N. 16



2014









N. 20

N. 22





next special issue N. 27

Smart City Learning: Opportunities and Challenges

deadline: november 20

http://www.mifav.uniroma2.it/inevent/events/idea2010/index.php?s=102&link=call27





board elected on September 2015



Carlo Giovannella

University of Rome Tor Vergata

(President)



Alke Martens

University of Rostock



Antonella Nuzzaci University of L'Aquila



Fernando Ramos University of

Aveiro



Matthias Rhem Aalborg University



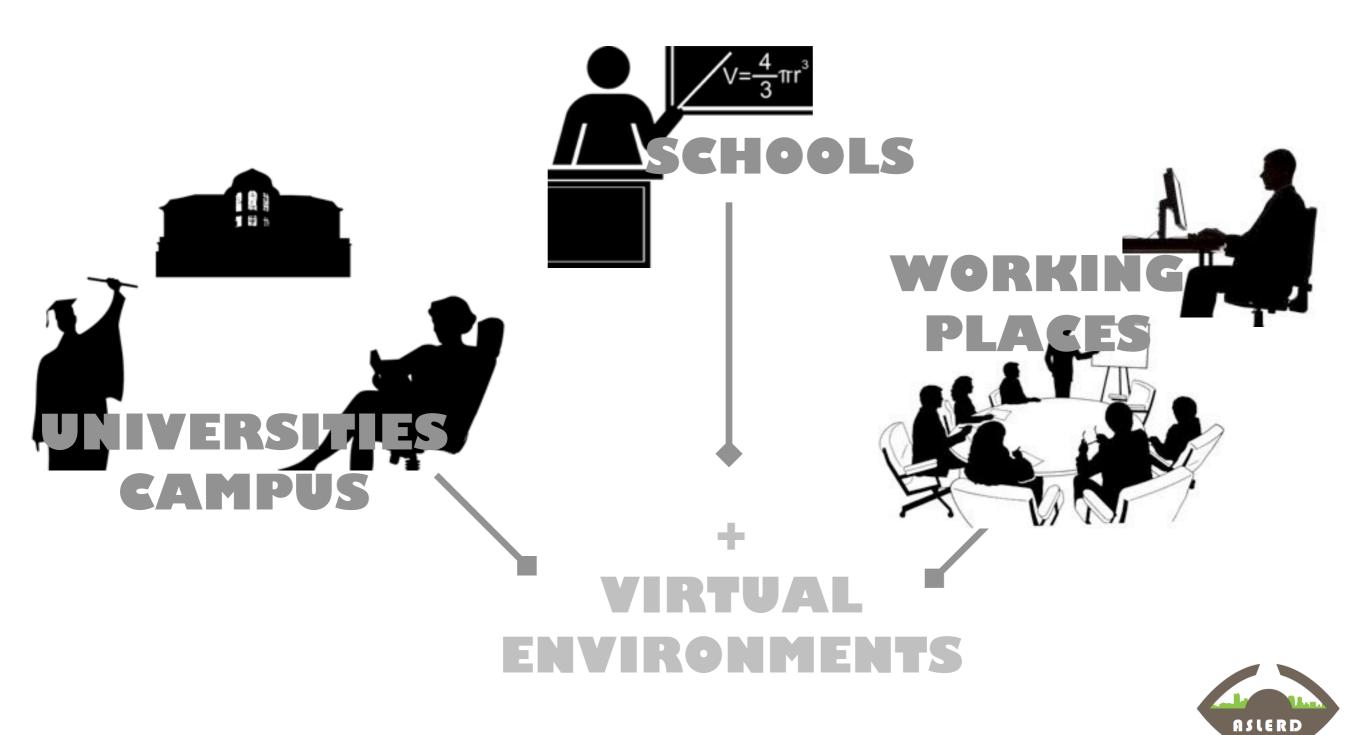


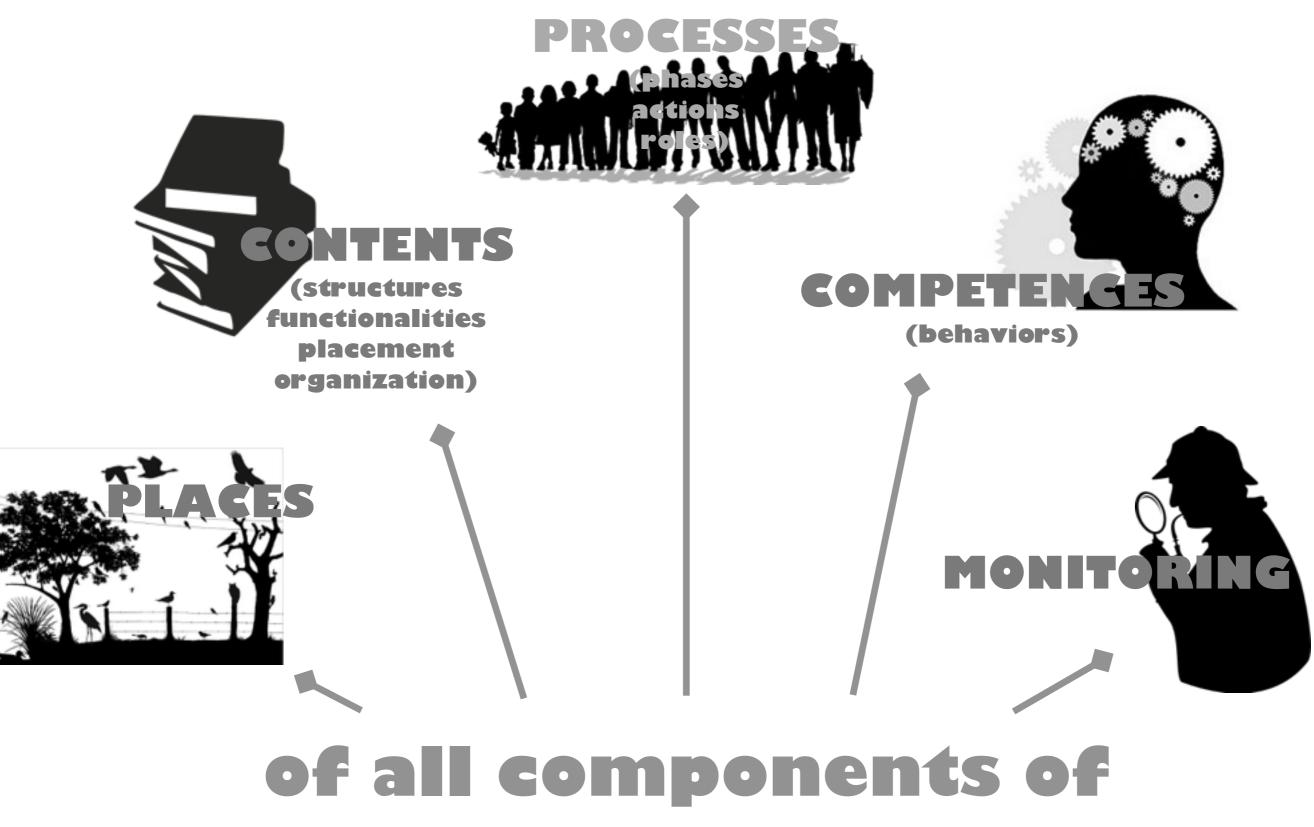
big D&D platform with capabilities to develop technologies, methodologies, strategies and support monitoring and policy making



What's the main focus ? support to the development Of smart learning eco-systems as drivers of regional development social innovation and smart citizen education

LEARNING ECO-SYSTEMS





learning processes





THEMES OF INTEREST

RELATION BETWEEN SMART LEARNING ECOSYSTEMS AND REGIONAL DEVELOPMENT:

UNDERSTANTING & MODELS, SOCIAL INNOVATION & CAPITAL, CAPACITY BUILDING, CULTURAL ISSUES, SUSTAINABILITY

to include

interplay of formal-informal learning (continuity-discontinuity of time, technology, place/space, process) sharing & participatory practices, use of public space & goods open access and disparity

monitoring and benchmarking of smartness of learning ecosystems



THEMES OF INTEREST

COMPETENCES:

TAXONOMIES OF HORIZONTAL COMPETENCES, METHODOLOGIES TO FOSTER THEIR ACQUISITION, SMART CITIZENSHIP

to include design literacy framework monitoring, evaluation and awareness data: collection design, elaboration, interpretation, visualization effect of gamification strategies relation with digital competences & skills

TECHNOLOGIES:

INTEROPERABILITY OF DATA & SERVICES, SAFETY& SECURITY, PRIVACY, TRUSTABILITY

MEDIATION ROLE (to include foster awareness, orchestrate)