ETWINNING

LET'S LEARN AND LIVE IN A VIRTUAL WORLD

SUMMARY
Immersive education is slowly following the world-wide social changes and the transfer of industrial societies into information societies. Having that in mind, contemporary schools need to help students acquire the right skills to become the future producers of various types of knowledge rather than the mass-producers of consumer goods. The project is trying to incorporate both the achievements of Information Technology and Immersive Teaching and Learning Methodology into the educational process in order to promote digital literacy and 21st century skills among students. It also aims at creating the online (Twinspace) and virtual (Open Sim-Edmondo) space where students can be trained in collaborative working, information sharing, identifying axiological components of future jobs and developing multicultural intelligence.
The school involved in the project are from Italy and Poland, the project will last a year.