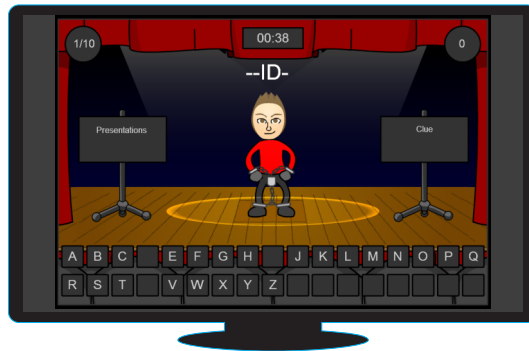


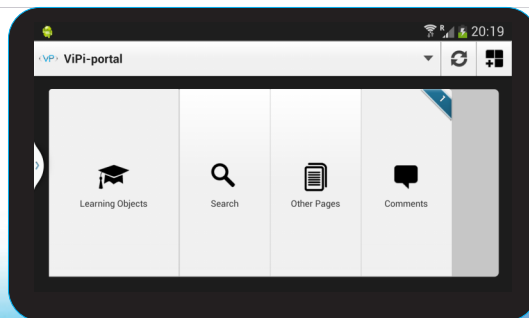
## ESCAPOLOGY

Escapology allows users to play a hangman style game where they must guess words relating to a certain topic. The topic and sub-topic can be selected by the user so that they can work on a specific subject area.



## MOBILE PORTAL

A mobile Android-based portal application has been developed and linked with ViPi platform services, where users can look up relevant educational material, suitable for their needs.



## OTHER OUTCOMES

- State of art analysis on ICT skills LOs for people with disabilities;
  - Comparative analysis of findings in UK, BE, LT, GR and CY;
  - A culturally adapted curriculum on ICT skills tailored to individual users' needs;
  - Multilingual training materials in alternative formats;
  - Trainer handbook;
  - Local Pilot findings in UK, BE, LT, GR and CY;
- An educational and pedagogic framework, providing support on the best ways to use the ViPi outcomes.

## PROJECT CONSORTIUM

**NOTTINGHAM  
TRENT UNIVERSITY**

**Nottingham Trent University, UK**

*Project Contractor*

NTU has extensive expertise in the development of educational games for people with disabilities.

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High Technology for Cooperation

**Hiteco, Lithuania**

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**PHOENIX KM**

**PhoenixKM, Belgium**

*Project Coordinator*

PhoenixKM focuses on accessible ICT to support the integration of people with disabilities in society, and especially in the regular labour market.

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**HYPERTECH**  
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**G.M EUROCY INNOVATIONS**

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**ViPi**  
revolution people

(ViPi - Virtual Portal)

(for Interaction and ICT Training)

(for People with Disabilities)

Starting date: **1 January 2011**  
Duration: **36 Months**

<http://www.vipi-project.eu/>  
[http://twitter.com/ViPi\\_project](http://twitter.com/ViPi_project)  
<https://www.facebook.com/vipiproject>



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## AIMS

ViPi aims at creating accessible and flexible basic ICT skills training, designed to meet the specific needs of people with disabilities, and their trainers.

## WHO WILL BENEFIT FROM ViPi?

Project outcomes are especially designed for people with disabilities who wish to acquire practical ICT skills and SEN trainers and learning facilitators who are willing to introduce user oriented approaches in ICT training.

Secondary target groups are: web developers, disability officers working in educational institutions, company training departments, supported employment and pre-vocational projects operated by third sector social partners, day care centres, bodies providing counselling and services to people with disabilities, pre-vocational groups in education and governmental bodies. Other Life Long Learning Programme or related projects have been invited to share their outcomes with VIPI, enabling them to disseminate using the ViPi site.

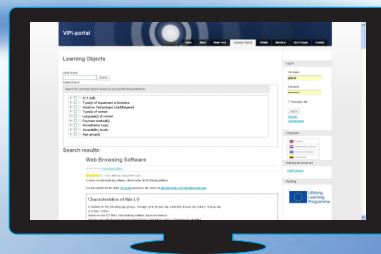
Dedicated pilots were organised in Belgium, Cyprus, Greece, Lithuania and the UK with local end-user groups.

## OUTCOMES

### ViPi PLATFORM

A multilingual ViPi platform has been launched, incorporating an interactive portal with a semantically enriched repository (Web 3.0) to host learning objects (LOs), a social community area (Web 2.0) and a dedicated e-training environment to host (SCORM compliant) training courses.

[www.vipi-skills.eu](http://www.vipi-skills.eu)



## MOBILE GAMES

An intuitive and accessible series of mobile based educational/serious games, available in Dutch, English, Greek and Lithuanian.

### MEMOBILE

Memobile is an Android application which contains a set of 3 games to both teach and assess knowledge of the ViPi curriculum. The games are: Matching Pairs, Starter Kit and Press and Action. The games use Memo, a cartoon boy, as a tutor for users. Memobile can be downloaded from Google Play.

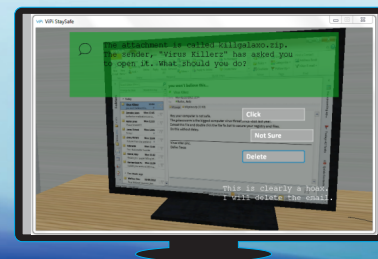


## PC/ONLINE GAMES

An intuitive and accessible series of Internet/PC based educational/serious games: 6 games have been available in Dutch, English, Greek and Lithuanian.

### STAY SAFE

Stay Safe is a game designed to highlight safety issues regarding email communication. It covers such topics as dangerous attachments, spoofing, scams, and chain email. The game situation involves a user checking her emails, supported by an experienced virtual computer user.



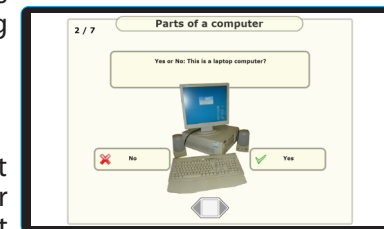
## FLY SWAT

Fly swat meets the needs of people with both physical and intellectual disabilities. It provides a means to develop and assess skills relating to awareness of ICT, and understanding the concept of cause and effect within ICT. It provides also a means of practicing skills with input technologies (mouse and keyboard, and other assistive devices which may be used), as well as improving timing and co-ordination with the ICT technology.



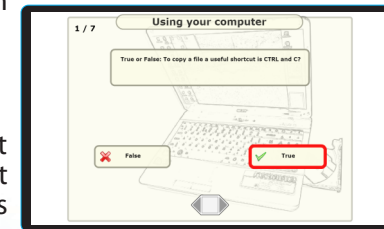
## YES/NO ICT QUIZ GAME

The game asks true/false questions about a set of ICT subject areas. The materials provided cover aspects of Basic ICT Skills in English. The content has been adjusted to suit use with people with intellectual disabilities.



## TRUE/FALSE ICT QUIZ GAME

The game asks true/false questions about a set of ICT subject areas and provides a subsequent explanation for the correct answers. The materials provided cover aspects of Basic ICT Skills.



## ROB THE MOB – ICT QUIZ GAME

Rob the Mob – ICT quiz game that allows users to play a card style multiple-choice quiz betting game where they must answer questions to win the gangster's money. Feedback is given after wrong answers, so as to educate whilst playing.

