



( ViPi - Virtual Portal for Interaction )

( and ICT Training for People with Disabilities )

**www.vipi-skills.eu**

A "ONE-STOP-SHOP" INTERACTIVE PORTAL AND LEARNING ENVIRONMENT FOR BASIC ICT SKILLS, OFFERING:

- Networking and community services
- Repository of learning objects, for both users and trainers.
- Basic ICT learning courses (curriculum and indicative content) available online to be combined with innovative pedagogical approaches
- Educational desktop and mobile (Android) games.

**Follow us on:**

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- and join the ViPi community at [www.vipi-skills.eu](http://www.vipi-skills.eu)

## BENEFICIARIES

People with disabilities who are looking for practical basic ICT skills

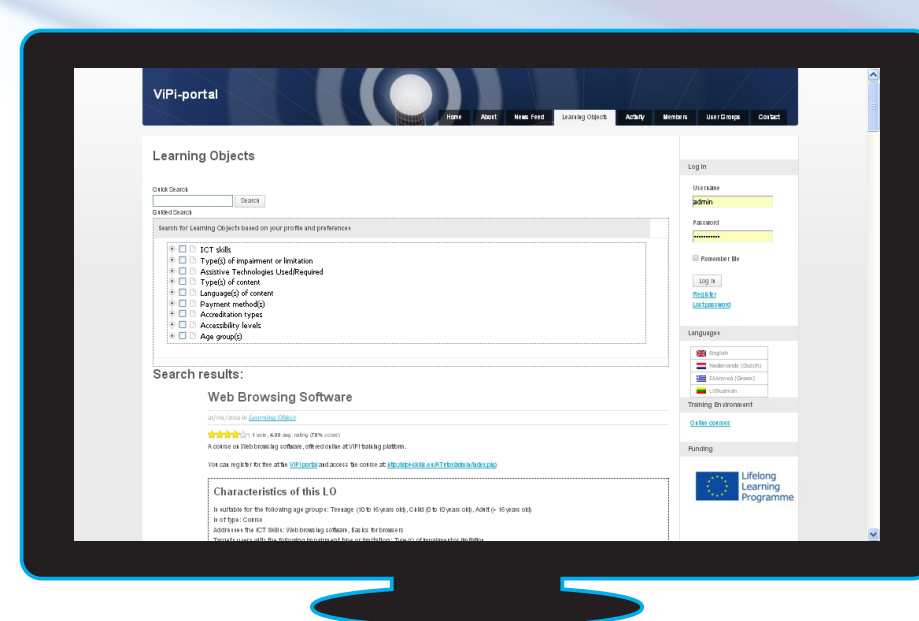
Special Education trainers and learning facilitators who are willing to introduce user-oriented approaches in ICT training

## PROJECT OUTCOMES

### ViPi PLATFORM

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

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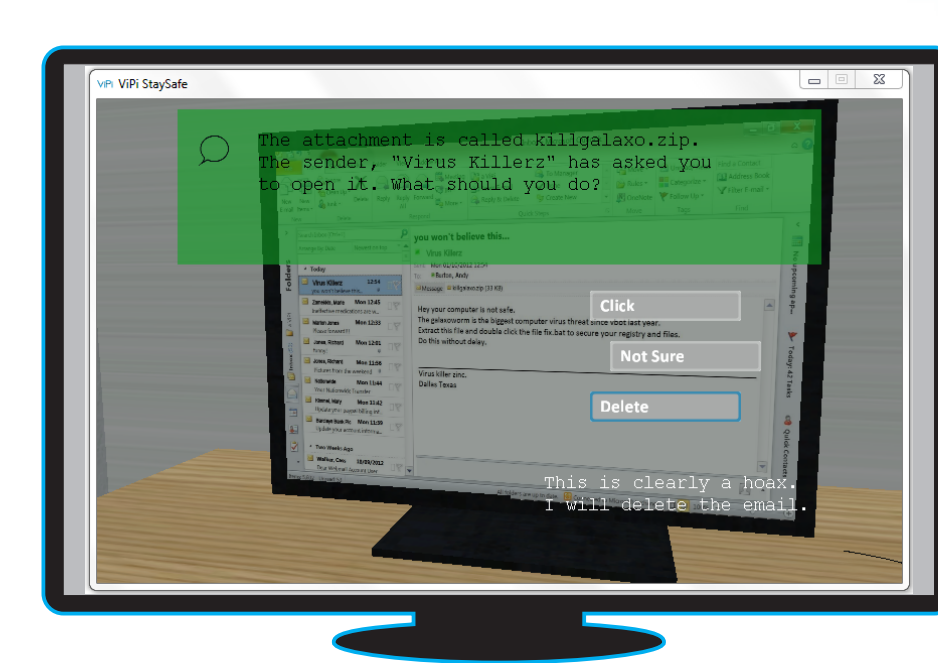


### PC/ONLINE GAMES

An intuitive and accessible series of Internet/PC based educational/serious games: 6 games have been released, 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.



### 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.



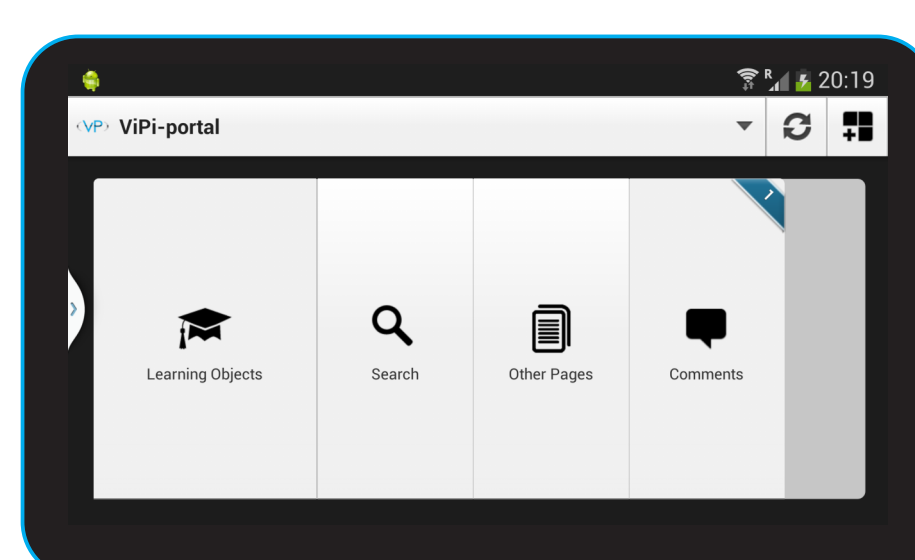
#### FLY SWAT

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.



### 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.

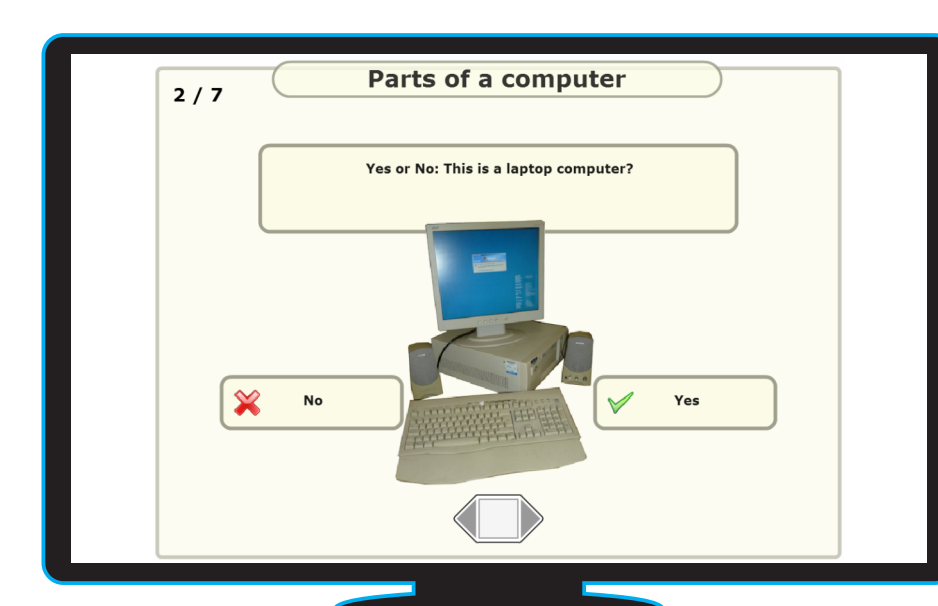


### OTHER OUTCOMES

- 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 user's 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.

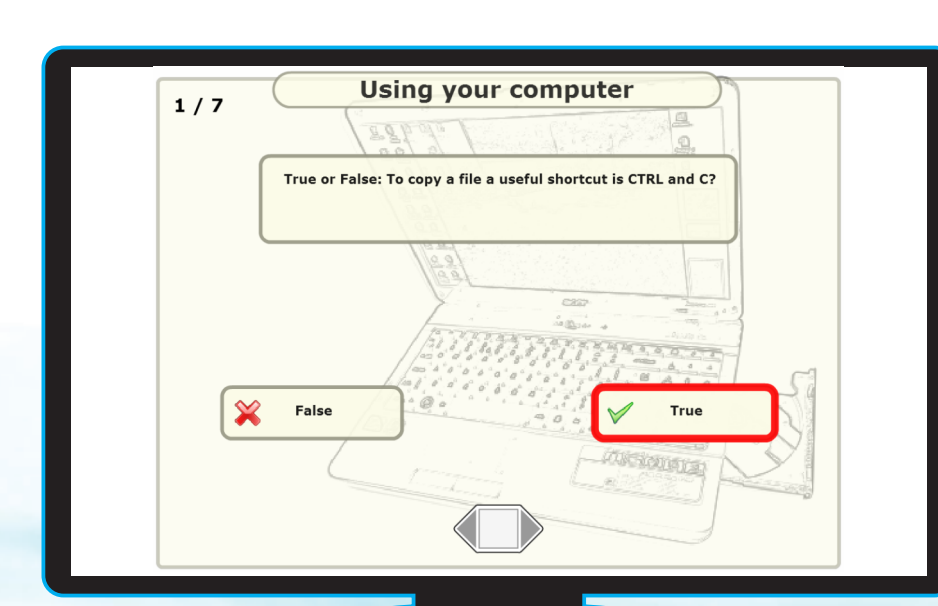
#### YES/NO ICT QUIZ GAME

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.



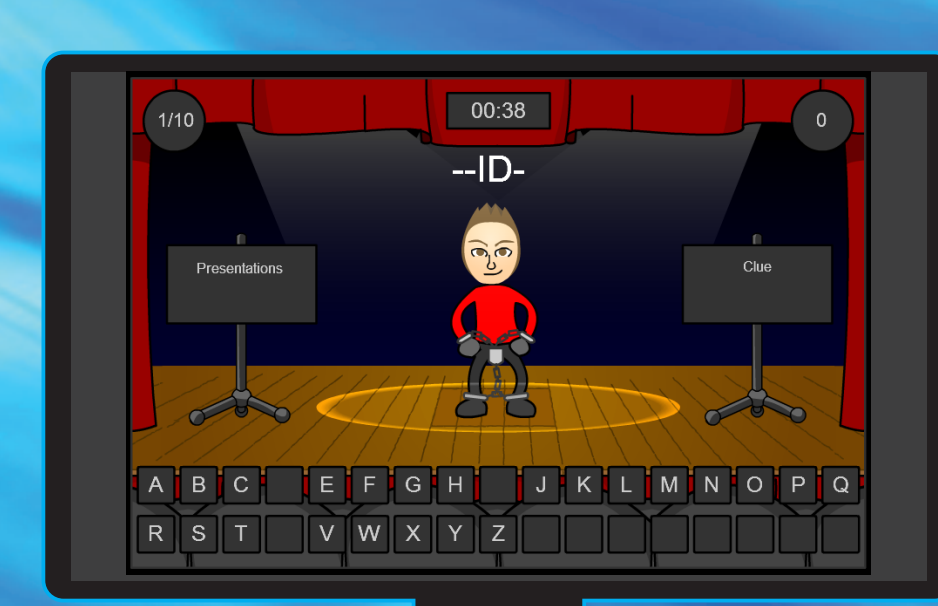
#### ROB THE MOB – ICT QUIZ GAME

Rob the Mob – ICT quiz game 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.



#### ESCAPOLOGY ICT GAME

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.



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