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.

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**PROJECT OUTCOMES**

**MOBILE GAMES**

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

**MEMORY**

Memory is an Android application which contains a set of 5 games to both teach and assess knowledge of the ViPi curriculum. The games are: Matching Pairs, Starter Quest and Press and Action. The game uses团委e, a cartoon boy, as a tutor for users. Memory can be downloaded from Google Play.

**PC/ONLINE GAMES**

An intuitive and accessible series of Internet/PC based educational/science games, if 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 communications. It covers such topics as dangerous attachments, spoofing, scams, and chain email. The game situation involves a user deciding how to reply, supported by an experienced virtual computer.

**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 site, a means of operating skills with input technologies (mouse and keyboard), and other software 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 context 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. It provides an explanation for the correct answers. The materials provided cover aspects of Basic ICT Skills.

**FOR THE MD/ICT QUIZ GAME**

Box the MD ICT game down to a card style multiple-choice quiz betting game where you must answer questions to win the passenger’s money. Feedback is given after wrong answers, so as to educate whilst playing.

**ESCAPOLOGY ICT GAME**

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

**PROJECT PARTNERS**

[Project partner logos and names]

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