




Partner Presentation Form


Name of the organisation:	Hellenic Open University	 HELLENIC OPEN UNIVERSITY
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Type of organisation:

SME	<input type="checkbox"/>	School	<input type="checkbox"/>	University	<input checked="" type="checkbox"/>	Public Authority	<input type="checkbox"/>
Training	<input type="checkbox"/>	No Profit	<input type="checkbox"/>	NGO	<input type="checkbox"/>		

Other (Specify)

Fields of action :

SMEs	<input type="checkbox"/>	Youth	<input type="checkbox"/>	Universities	<input checked="" type="checkbox"/>	Public Authorities	<input type="checkbox"/>
Equal opportunities	<input type="checkbox"/>	Schools	<input type="checkbox"/>	Unemployed	<input type="checkbox"/>		

Other (Specify)

Description of the organisation

Hellenic Open University (HOU) is the only Greek State University that offers formal and non-formal lifelong education, in both undergraduate and postgraduate levels, to more than 40.000 students who are dispersed all over the country (www.eap.gr). Its training methodology combines distance learning with principles of adult education, relies heavily on digital material and virtual meetings and used online training platforms and tools. About 80% of its students are working professionals who seek further education in order to improve or change their career, thus HOU has established a permanent connection with the market, professional networks and professional development agencies. HOU offers both national and regional scope, while it plays an increasingly important international role, through its collaboration with authorities and stakeholders in the region of Western Greece and through the branches it has established in all major Greek cities. HOU is member of EADTU, EUA, Eurashe and the Greek Digital Skills and Jobs coalition. It applies the ISO 9001:2008, ISO 27001:2013 and ELOT 1429:2008 quality standards.

HOU will participate in this proposal through the DAISSy (Dynamic Ambient Intelligent Sociotechnical Systems) research group of the School of Science and Technology. DAISSy (<http://daissy.eap.gr>, <http://gr.linkedin.com/in/daissyresearchgroup>) realizes society-centred educational and technological, research, supports communities of practice, develops online learning platforms, MOOCs and 3D environments, enables the development of digital and citizenship skills, promotes inclusion and multiculturalism, and adopts standards (e-CF, DigComp, ECTS, ECVET, EQAVET etc.). The DAISSy research group was founded in 2001 by highly skilled and motivated researchers coming from various backgrounds. Its mission is to promote the wide societal adoption of the broader Ambient Intelligence vision by realizing responsible research and constantly pursuing innovation. The vision of the researchers of DAISSy group is to contribute to the realization of an advanced humane society by inventing technology that adapts and supports human needs and not the other way round! Today the group employs more than 20 persons, including University professors, PhD and MSc holders, researchers in computer science, artificial intelligence and social sciences, experienced ICT engineers, programmers and administrative personnel.

Experience of the organization in previous European projects

HOU and DAISSy have longtime expertise in successfully managing national and European projects. Since

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its establishment, DAISSy has participated in more than 35 national and European projects, in various frameworks (i.e. FP5, FP6, FP7, Lifelong Learning, Erasmus+, etc.), amassing a total funding of more than 2,5 MEuro.

Example running projects:

2018- : DCDS: Digital Competences Development System (Erasmus+ / KA3 Forward-Looking cooperation projects)

2018- : WEMIN: Migrant Women Empowerment and Integration (AMIF / Integration of 3rd Country Nationals)

2017- : YouBrand: Storytelling and Pitching for Start-ups (Erasmus+ / KA2 Strategic Partnerships in adult education)

2017- : V4T: Videogames for Teachers (Erasmus+ / KA2 Strategic Partnerships in adult education)

2017- : TACKLE: Tackling multiple discrimination in Greece: Delivering equality by active exploration and enabling policy interventions (JUST/2015/RDIS/AG /DISC9507)

2016-: Mu.SA: Museum Sector Alliance (Erasmus+ / Sector Skills Alliances for design and delivery of VET)

2016-: UMI-Sci-Ed: Exploiting Ubiquitous Computing, Mobile Computing and the Internet of Things to promote STEM Education (H2020 / SEAC)

2016-: BRIGHTS: Boosting Global Citizenship Education using digital storytelling (Erasmus+ / KA3 Support for Policy Reform)

2016-: TOY+: Together Old and Young: Practitioners Learning and Upscaling Skills (Erasmus+ / KA2 Strategic Partnerships in adult education)

2016-: LinguaCuisine (Erasmus+ / KA2 Strategic Partnerships in adult education)

2015-: MOOQ: Massive Online Open Education Quality (Erasmus+ / KA2 Strategic Partnerships in higher education)

Experience and Expertise of the organization in the project's subject area

DAISSy brings expertise in the:

- Design of educational games: DAISSy has designed online educational games of various types (e.g. mobile, 3D etc.) for different subjects (e.g. healthcare, science labs, prevention of hazard etc.) using a wide variety of technologies
- Design of online material: in HOU, DAISSy has pioneered the development of training material based on learning outcomes combined with taxonomies of teaching subjects and has developed online guides for the development and educational use of high quality training digital material
- Development of online platforms: DAISSy specializes in the development and maintenance of online platforms, especially in peer learning platforms that integrate social computing tools
- Networking: DAISSy has established a wide network of educators, students, authorities, businesses, NGOs, associations, chambers, networks, consultants, media enterprises and other stakeholders of the outcomes of its various projects. They are regularly updated through DAISSy and HOU web sites, social media, press releases, articles, campaigns and targeted

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communications. Moreover, DAISSy organizes periodic events in order to promote its activities

Contributions that can be provided to the project

In this project, DAISSy will:

- Participate in the selection and assessment of online games
- Participate in the testing of selected games regarding their applicability for educational purposes
- Contribute to the authoring and testing of Manual
- Contribute to the authoring, testing and translation of eLearning package
- Organize focus groups
- Participate in the training event and the final conference
- Promote and disseminate project outcomes through websites, social media and other tools

Reasons of involvement in the project

DAISSy has long-time interest in developing and assessing novel educational means and tools. Online games have the potential to improve current educational practice. DAISSy has been experimenting with the development of online games for various subjects using a variety of technologies. Moreover, HOU offers a variety of courses targeted at professional and would-be educators, who would be interested in using games in their educational practice. Therefore, by participating in this project:

- DAISSy will broaden its knowledge on educational games
- HOU will upgrade the content of related courses
- HOU students will become aware of the potential of educational games
- The Greek society will benefit from the introduction of novel and efficient educational tools

Contact Person's Experience and Expertise

Dr. Achilles D. Kameas is Associate Professor with Hellenic Open University (HOU), where he teaches Pervasive Systems and Software Design and the Director of the Postgraduate Study Programme on "Pervasive and Mobile Computing Systems" (<http://sdy.eap.gr>). He serves as the Deputy Dean of the HOU School of Science & Technology and as the Director of the HOU Ubiquitous and Mobile Computing, Quality and Ambient Intelligence Laboratory. He is the Founder and Head of DAISSy (Dynamic Ambient Intelligent Sociotechnical Systems) Research Group (<http://daissy.eap.gr>) and Scientific Coordinator of Research Unit 3 at the Computer Technology Institute and Press "Diophantus".

He has participated in more than 35 EU and national R&D projects (coordinated more than 10 of them) in FP5, FP6, FP7, H2020, Lifelong Learning, Erasmus+, AMIF and other frameworks. Currently he is the coordinator of the H2020 project UMI-Sci-Ed: Exploiting Ubiquitous Computing, Mobile Computing and the Internet of Things to promote Science Education, the Erasmus+/Sector Skills Alliance project Mu.SA: Museum Sector Alliance and the AMIF project WEMIN: Empowering Migrant Women.

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He has published more than 150 articles in scientific journals, conferences and books, and authored / co-edited more than ten books. He regularly participates in several conference and workshop committees. He is a Board member of ALL DIGITAL European network, the HOU representative in the National Foundation for the Management of Research and Innovation, and member of the ESCO Reference Group on ICT Services, the CEN PC428 on e-competences and ICT professionalism, the CEN Workshop on e-Skills, the EADTU Course & Curriculum pool of experts, the ELOT Standardization Committee on Smart Cities and the CEDEFOP Community of practitioners on promoting quality in VET delivery. His current research interests include peer learning platforms and social systems, IoT and mobile computing systems, profiling of job roles and flexible learning paths. He can be contacted at <https://www.linkedin.com/in/achilleskameas/>

Ms Vicky Maratou, graduated from the Physics Department of University of Patras in 1998. She holds a Master Degree in Medical Physics from University of Patras and a Master Degree in Information Systems from Hellenic Open University. Since 2012, she has been working in European projects of Hellenic Open University under the frameworks Lifelong Learning Programme and Erasmus+. She is specialised in e-learning technologies and in the development of educational simulations and games in 3D and 2D virtual environments. In the context of research projects, she has created educational online games for Project Management, Information Security and natural hazards in 3D virtual learning environments. LinkedIn profile: <https://www.linkedin.com/in/vicky-maratou/>

Dr. Rizos Chaliampalias is Information and Communication Technology teacher in Secondary Education. He has a Diploma degree in Electrical Engineering (Department of Electrical Engineering, University of Patras – Greece, a MPhil degree (Department of Computation – University of Manchester Institute of Science and Technology – UMIST - Manchester – UK) and a PhD (Scientific fields: Educational Sciences, Computer and Information Sciences, University of Thessaly, Volos Greece). He has been laboratory instructor for ten years (Technological Educational Institution of Larissa - Department of Informatics & Telecommunications Technology, courses: Software Engineering, Object Oriented Programming, E-Commerce, Didactics of Informatics). He is writer of papers in International and Greek Scientific Conferences. His main interests concern Tangible User Interfaces Systems, Ubiquitous Computing and Internet of Things.

Ms Panagiota Zafeiropoulou has a Degree in Business Administration from the University of Patras and a secondary degree in Accounting from the Technological Educational Institute of Western Greece. Since 2016, she works for the DAISSy research group and the Hellenic Open University. In the past she collaborated with various companies and organizations in the areas of innovation and regional development. Her main expertise lies on dissemination, coordination of local groups and pilots and financial management, planning and organizing events, seminars and conferences.