

## Partner Presentation Form

Name of the organisation :	Kauno technologijos universitetas (Kaunas University of Technology)	
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**Type of organisation:**

SME  School  University  Public Authority   
Training  No Profit  NGO

Other (Specify)

**Fields of action :**

SMEs  Youth  Universities  Public Authorities   
Equal opportunities  Schools  Unemployed

Other (Specify)

**Description of the organisation**

Kaunas University of Technology (KTU) – the largest technical university in Lithuania, known for its linkages with business, leadership in scientific research, flexible interdisciplinary study programs. KTU is situated in Kaunas, the second largest city of Lithuania, which is a significant centre of industry, transport, science and culture.

KTU Mission is to provide a research-based studies of international level, to create and to transfer knowledge and innovative technologies for sustainable development and innovative growth of the country, to provide an open creative environment that inspires leaders and talented individuals.

There are 9 faculties in KTU, including the Faculty of Informatics. Faculty of Informatics in KTU (KTU IF) has all possibilities to develop studies processes and their quality and accessibility, e-Learning and strong, well developed infrastructure for studies.

**Experience of the organization in previous European projects**

Our scientists actively participate in different national and international programs, projects, researches, conferences while producing different outputs and presenting publications. We develop more than 15 projects per year in the Faculty of Informatics which involves different departments.

Some of KTU strategic priorities, which meet the project aims are: a considerable number of world-class teachers, researchers and international students; unity of studies and science; interdisciplinary and trans-domain research and studies; international recognition in advanced knowledge and future technologies development and transfer; inspiring and friendly environment; dissemination of knowledge and values in the society and others.

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

KTU is considered to be a cradle of game development industry in Lithuania. KTU lecturers, scientists, and students are actively involved in game development related events. KTU "Start-up Space" and other existing university resources are used to help young talents. KTU staff has sufficient qualified staff and facilities to perform analysis on how video game can improve teaching process.

Hosting and active participation in "Info Show", "Game On", and "Game Jam" events, numerous KTU alumni work in game development area or have their own companies.  
Ingaming modules provided for KTU students.

One of main research areas in the Faculty of Informatics is e. learning technology creation and efficient applications development, studies improvement processes. Also personnel participates in Studies programs quality evaluation, administration and management. Researchers and academic personnel does research in gamification for teaching process, develops videogames for teaching, works in 3D, augmented reality projects.

Employees which are going to collaborate in the project are from 2 departments in IF: Multimedia Engineering Department (MED), Software Engineering Department and they develop streamline scientific research and implementation activities in the area of information and communication technologies, video-games, assessment of studies modules, e-testing platforms, researches, improvements of study processes and blending them with business challenges. One of aims in the University, as well in the faculty is to involve students and teachers from different educational institutions into projects development, analysis stage, as well as in dissemination, valorisation and exploitation processes.

#### **Contributions that can be provided to the project**

- Local administration of the project activities and finances ensuring correct management, as well fluent collaboration with project coordinating and managing institutions.
- Involvement of schools and other associated partners of the project and ensuring collaboration with them.
- Participating in research in project area
- Producing needed reports
- Participating in project dissemination, evaluation, quality ensuring activities
- Developing project results

#### **Reasons of involvement in the project**

We seek for teachers' information technology skills and knowledge improvement programs. Various European Union funding programs are employed to upgrade teaching facilities and equipment, one of this we expect is V4T project.

We also seek to share our practise and experience with other European institutions.

During the project development years we seek to contribute to Lithuanian national educational priorities, such as:

- Develop youth emotional intelligence
- Improve the technological and innovative way education
- Qualification upgrade and improvement of the teaching staff and specialists in educational institutions.
- Ensure and enhance education services provided by the diversity and quality, attractiveness and accessibility of all age groups and in each stage of education.
- To encourage creativity, accessibility and quality of education in all areas of education.
- Ensure that lifelong learning and mobility become a reality;
- Seek educated intelligent personality development

Project guidelines will allow increasing studying efficiency by implementing video-game-based teaching methods. Integration of entertainment component will promote student motivation and decrease learning time. It will also allow teachers to track and control student learning process easily and interactively.

After the creation of the final results based on international collaboration, best practices and expertise institutions in Lithuania will have possibility to use in our educational workspace.

Lessons will be more attractive and improved.

As well for specialists, researchers, students benefit will feel on rising qualification (to teach and train students on these modernized courses), students will be qualified and trained at the European level standard for technicians, they will have more possibilities to find better job, will have better skills.

#### **Contact Person's Experience and Expertise**

**Vida Drąsutė** is projects manager in KTU IF Dean's office and is experienced in formal and non-formal education improvement and development analysis of educational possibilities, quality, adaptation of

different methodologies in various education levels, development of critical thinking, e-learning and tools for e-learning encouragement in educational institutions, organization of courses, collaboration with different educational institutions. She is a board member of Lithuanian Distance and eLearning Association and evaluator of e. learning programs provided by different institutions. She has long lasting experience in projects coordination while she has managed and coordinated more than 30 projects in different areas on national and international levels. Her main duties are management, research and analysis work. She is also responsible for projects' and events' dissemination and public relations.

**Gintarė Dzindzelėtė** is currently working at the Faculty of Informatics of Kaunas University of Technology as a marketing and communication coordinator and academic assistant. Her work here consists of various activities such as ensure an effective external and internal marketing communication projects, developing and implementing marketing and advertising strategies, planning and organizing promotional presentations, events, camps and conferences. She is active in collaboration with various companies and organizations that are specializing in IT sector highlighting gamification and virtual reality projects. She has managed more than 50 events aimed on better image improvement of KTU as well as participated in various seminars as a communication specialist who was taking care of public relations. Gintare initiated gamification-based public seminars.

**Neringa Kelpšaitė** is academic assistant and is experienced in European and national projects administration and cooperation with educational and business institutions (organizer of some European projects in Youth area), providing courses for youths in cultural development, creativity-based topics, testing of e. learning platforms, organizing different courses, competitions, moderating events, seminars, conferences; is responsible for collaboration and communication with different organizations, projects' and events' dissemination, public relations. As well she worked as researcher in international projects, in the fields such as learning improvement, e-learning, work based learning.