ALTII

Project card

ALTII

About:

Name: Active learning through improved interactivity – ALTII

Project number: 2020-1-HR01-KA226-SCH-094735

Duration: 1.3. 2021. – 28.2.2023.

Target group: teachers, subject teachers, professors in secondary schools

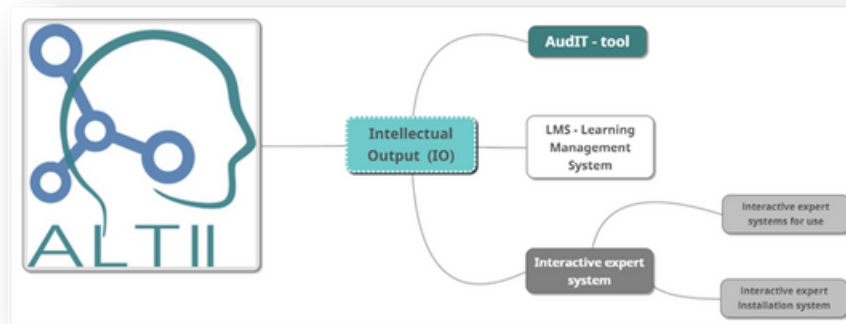Project Coordinator: Aquilonis d.o.o.

.

Web page
https://altii.online/

Facebook page:
https://www.facebook.com/
ALTII-112107737591633

Email: altii@aquilonis.hr

As the first project result, we created an innovative tool to encourage interactivity in the lecture – AudIT, which has properties that are not found in most available tools for checking knowledge and interaction. Innovative features such as scoring unique answers, the possibility for the student to answer both anonymously and under his own name at the same time, the possibility to direct the answers to any application such as mind maps and games will significantly increase the motivation of students to actively participate in the lecture.

To make it easier for teachers to use AudIT, the consortium partners created an LMS (Learning Management System) with methodical instructions and examples. The LMS system is designed as a self-learning material and will provide teachers with additional education and ideas on how to improve interactivity in classes using AudIT.

AudIT also has interactive expert systems for use (a decision tree that guides teachers simply and easily to the answer) and an interactive expert system for installation.

AudIT is a system for gathering feedback from the lecture audience available at the URL http://audit.altii.online/ and by scanning the QR code above. It is intended for use in lectures, whether live or virtual, or other events where it is important to quickly gather feedback from the audience.

AudIT can be used in one of two roles: as a lecturer or as an audience. The role of lecturer means that the user can open a virtual environment to collect and display data sent by the audience. The audience role means that the user can access the open virtual environment and send data in response to a question posed by the lecturer.

Feel free to try and use AudiIT. If you're trying it out on your own, you'll need to open two browser tabs, one as the presenter and the other as the audience, so you can try out all forms of interaction.

Instructions are available at:
https://audit.altii.online/documentation/manualEN.pdf

AudIT

To make it easier for teachers to use AudIT, the consortium partners created an LMS (Learning Management System) with methodical instructions and examples. The LMS system is designed as a selflearning material and will provide teachers with additional education and ideas on how to improve interactivity in classes using AudIT.

The LMS contains over 40 examples of good practice that can be downloaded and used in classes.

In addition to examples of good practice, it also contains lessons that interested parties should learn:

1. what questions to ask students,

2. how often to set them,

3. how to construct questions to reveal ignorance, gaps in previous knowledge, misunderstanding of new things or inability to apply knowledge.

LMS

Interactive Expert Systems

For easier monitoring and use of AudIT, the ALTII team designed and prepared an interactive expert system, conceived as a decision tree that will guide teachers/lecturers simply and easily through the process quick mastering of all functions of AudiIT.

Thank you for participating in the Final Conference and thank you for following and supporting our work!

Newsletter created:
Aquilonis d.o.o.

This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.