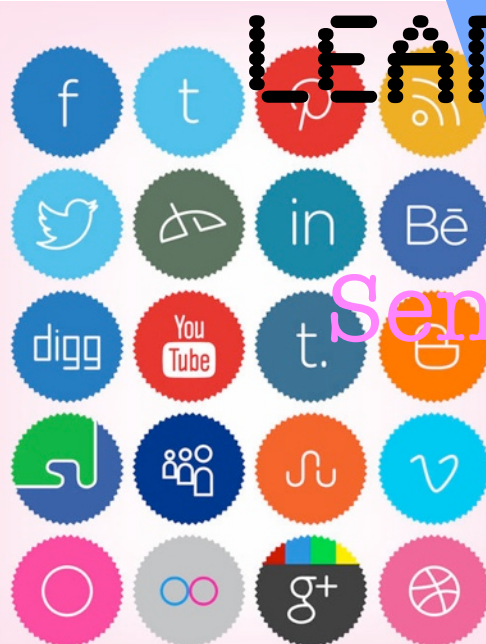




LEARNING PLATFORM

NTVIS PROJECT

Seniors at Social MEDIA

Towards activities definition

Tap in this link to watch all NTVIS meeting's videos in our Vimeo channel

2nd PARTNER MEETING (ES)

TUESDAY 05.02.2013
09.30-17.00: Presentation of different concepts from partner countries
17.00-19.00: Prototype characteristics

WEDNESDAY 06.02.2013
09.30 - 17.00: In-field work @ Santiago de Compostela

This meeting was about presenting the potential activities based on the social media tools.
Tap on the window to read meeting Minutes

Go to Spain Desk

Video 1 of 13

NTVIS scope isn't about the tool but Communication

Concept definition about cross cultural consumption

Mentoring to understand the impact of the Social Media

Project activities to cover a wide range sectors

CONCLUSIONS:
1. Each partner develops the first prototype of the entire activity till the next meeting in April 2013 including the journey map, the stakeholder map, the dissemination plan, problems which might occur, dissemination activities etc. It can be published on FB. The prototype has to include visual

Dorothea Papathanassiou-Zahrt, UNIVERSITY OF THE AEGEAN (GR):
Special impact of the project with children, where their roles were shifted with the teacher's - they became teachers to the teacher, they became the experts so they brought innovative solutions to the project. It proved as an

Daniel Weiss, CIBERESPACIO (ES):
Xeometria (<http://xeometria.ning.com>) was a project to transfer the geometrical shapes from the city into activities to stipulate the cooperation between young people and seniors. Seniors told the stories to youngsters while

Sabina Žakelj and Suzana Krmelj, PRO-ECO (SI):
The NTVIS-Slovenia project will be implemented in cooperation with the Ypsilon Institute. Accordingly the contract on cooperation was signed between Pro-Eco and Ypsilon for mutual benefits. Workshop topics have been a

Derya Güden, MUDURNU İLÇE MİLLİ EĞİTİM MÜDÜRLÜĞÜ (TR)
20,000 citizens live in Mudurna. The NTVIS-Turkish group are the students 17-20 years old who like Facebook, Twitter and elder teachers as the senior group (8 retired teachers) - they don't use internet at all, or they only use

FFg - Maciej Markowicz, DANMAR
COMPUTERS (PL)
There are several possibilities to work with different groups:
•Country Club: practical advices on the cultivation of the land
•Association 50+: cooking recipes, regional traditional dishes

Radka Kalcheva, REGIONALNA BIBLIOTEKA "PENCHO SLAVEYKOV" (BG):
Why are we focusing only on seniors and not young adults (30-50)? They are familiar with some of the social networks

Showing first prototypes

Greece-Poland-Bulgaria-Spain-Turkey-Slovenia

<http://ivetagr.org/dtedu/ntvis>

D1. PLATFORM

NTVIS SPAIN

<http://ivetagr.org/dtedu/index.php?idd=9&ide=44&pdx=0&pdv=0>

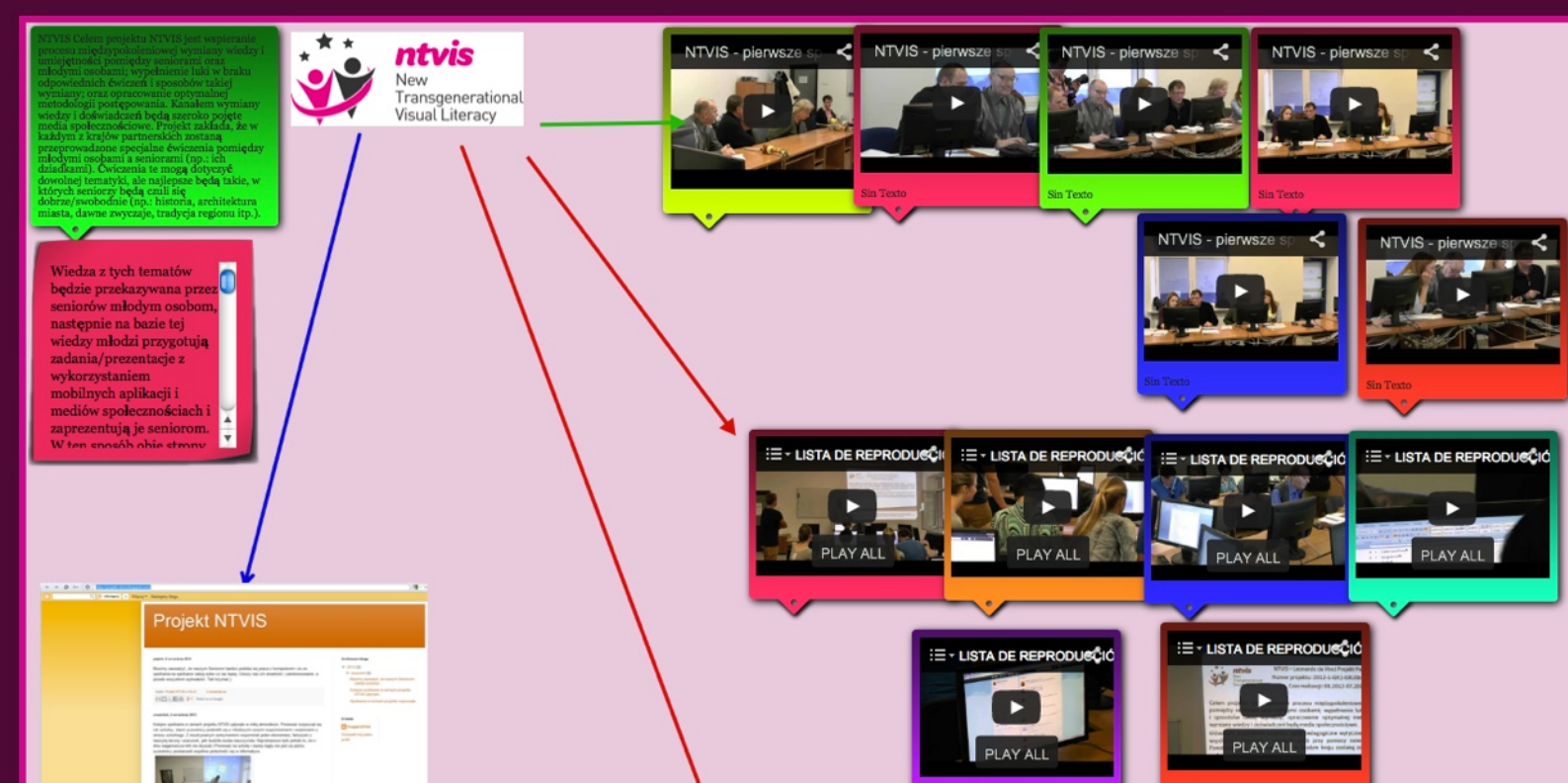
Workshop Journey MAP

Stakeholder Map



NTVIS POLAND

<http://ivetagr.org/dtedu/index.php?ide=40&pdx=73&pdv=840>



<http://ivetagr.org/dtedu/index.php?idd=9&ide=45&pdx=0&pdv=0>

[illegible]

<http://ivetagr.org/dtedu/index.php?idd=9&ide=42&pdx=0&pdv=0>

[illegible]

<http://ivetagr.org/dtedu/index.php?idd=9&ide=41&pdx=0&pdv=0>

Projekt NTVIS združuje šest partnerjev iz šestih evropskih držav. Skupaj pripravljamo učni okvir prenosa znanja o socialnih omrežjih iz mlajših na starejše in prenosa različnih praktičnih znanj iz starejših na mlajše. Projekt je pridobil podporo Evropske komisije v okviru programa Vseživljenjskega učenja - Grundtvig - Učna partnerstva.

KDO SMO PARTNERJI? Koordinator projekta je grški partner University of AEGEAN, partnerji pa so tri zasebna podjetja in sicer slovensko podjetje Pro-Eco, špansko podjetje Ciberespacio in poljsko podjetje Danmar Computers ter dve javni instituciji: turški učni center Mudurnu İle Milli Eğitim Mudurlugu in bolgarska knjižnica Regionalna Biblioteka "Pencho Slaveykov".

NTVIS-SI EKIPA: mag. Sabina Žakelj, Suzana Krmelj, Matej Muhič, Beno Stern, MBA, Eva Srdoc

EKIPA SIMBIOZA: Ana Pleško, Žiga Vavpotič, Mojca Štruel, Zlatka Keček, Urška Zupančič, Katja Pleško, Maja Weisseisen

SIMBIOZA
VSE ŽIVLJENJE SE UČIMO
BREZPLAČNE DELAVNICE UPORABE RACUNALNIKA IN MOBILE TELEFONIJ
Vsiška vsakodnevna država oblikuje svoj učni okvir, ki bo ob koncu projekta združen v celovit pregled. V SLOVENIJI se učni okvir pripravlja v sodelovanju z Zavodom Y in vseslovenskim projektom SIMBIOZA, ki bo letos potekala med 21. in 25. 10. 2013. Simbioza v petih dneh s pomočjo mladih prostovoljcev povede starejše prebivalce skozi pet modulov računalniške pismenosti. S podpisom pogodbe med Pro-Ecom in Zavodom Y o vsebinskem sodelovanju projekt NTVIS in Simbioza se bo na izbrani lokaciji obstoječi kurikulum nadgradil s uporabo petih socialnih omrežij. Starejši bodo imeli tako vpogled v različne komuniciranja mladih, razumeli pa bodo pri vzpostavljanju stika z mladimi s njimi izmenjali svoje izkušnje o življenju pred nastopom novih tehnologij.

NTVIS Slovenija

SI partner projekta:

PRO|ECO

Projekt sofinancira:

LifeLong Learning Programme

Pridružen partner:

ZAVOD YPSILON

Alone together
ntvis
New Transgenerational Visual Literacy



Izvedba tega projekta je financirana s strani Evropske komisije. Vsebina publikacije (komunikacije) je izključno odgovornost avtorja in v nobenem primeru ne predstavlja stališč Evropske komisije.

PET ŠTUDIJ PRIMEROV V PETIH DNEH



Potek dogodkov po dnevih

MAPIRANJE POTI (JOURNEY MAP)



NTVIS-SI ČASOVNICA

aktivnosti	ok	10/2012	1/2013	2/2013	3/2013	4/2013	5/2013	6/2013	7/2013	8/2013	9/2013	10/2013
Podpis partnerske pogodbe Simbioza - NTVIS	19.10.2012											
Promocijske aktivnosti	22.1.2013											
Lokalni koordinatorji	5.2.2013											
SWOT analiza NTVIS - Simbioza	21.3.2013											
Vzpostavitev bržnega partnerstva (partnerji)	9.7.2013											
	30.7.2013											

POMAGA pri doseganju ciljev

OGROŽA doseganje ciljev

PREDNOSTI

- * Sodelovanje med obema projektoma & obema ekipama
- * Vsebinska nadgradnja obeh projektov
- * Krepitev vezi za bodoča partnerstva
- * Združeni promocijski kanali

SLABOSTI

- * Neusklajenost obeh ekip in iz tega izhajajoči možni nesporazumi
- * Stapljanje projektov in posledično manjša prepoznavnost NTVIS-a



PRILIKOSTI

- * Dodajanje znanja udeležencem
- * Dodajanje socialne izkušnje prostovolcem in udeležencem
- * Boljša promocija LLP - Grundtvig

GROŽNJE

- * Pomanjkanje prostovoljcev: izločitev lokacij dogodkov
- * Različna stopnja znanja med udeleženci

NOTRANJNI IZVOR (vpliv organizacije)

ZUNANJI IZVOR (vpliv okolja)



1.Type the url <http://ivetagr.org/dtedu/ntvis>

DTEDU NTVIS → NTVIS / DANIEL

English · Español · Bulgarian · Slovenian · Turkish · Greek · Italian · Lithuanian · Hungarian · Polish · Galician

Scroll right & down to see all content

NTVIS MEETINGS - DOCUMENTS - CONCLUSIONS

NTVIS: New Trans-generational Visual Literacy

This project has been funded with support from the European Commission views only of the author, and the Commission cannot be held responsible for the content contained therein.

Alone together
ntvis
New Trans-generational Visual Literacy - Project

If you want to know about the meetings, talks, conclusions, progress here you have an overview.

To know in detail what is happening on each country select the NTVIS country

The Agenda

TUESDAY 06.11.2012
09.00 – 10.00: Partner Presentation

Study visit

Conclusions & Achievements

2. Login with your username and password

Access

Acceso usuarios:

User

Key

cancel enter

3.Choose the language

DTEDU NTVIS → NTVIS / DANIEL

English · Español · Bulgarian · Slovenian · Turkish · Greek · Italian · Lithuanian · Hungarian · Polish · Galician

4. Once you are logged in a new set of tools will appear on the right corner . You will know you are in edit mode each object uploaded is then editable and that function is visible with a **D** and **I** dots.

NEW SET OF TOOLS

The screenshot shows the NTVIS platform interface. On the left, a menu lists categories: S-DOCUMENTS-CONCLUSIONS, NTVIS: New Trans-generational Visual Literacy, and a list of countries (Romanian, Hungarian, Polish, Galician). The central area displays 'The Agenda' for Tuesday 06.11.2012, with a list of events from 09.00 to 21.00. The right sidebar features video thumbnails with play buttons and 'D' and 'I' edit mode indicators. One thumbnail is titled 'Study visit' with the subtitle 'Prototyping in the territory' and a link 'Tap here to see FB PAGE'. Another thumbnail shows a group of people walking, with the subtitle 'Walking through to understand how con...'. A yellow callout box points to the 'NEW SET OF TOOLS' icon in the top right corner of the interface.

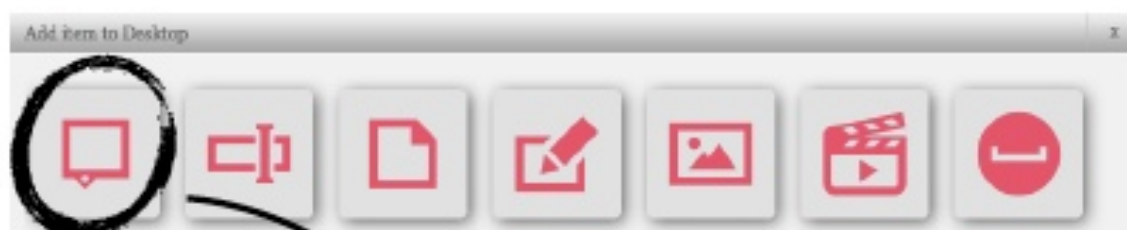
5. The new set of tools is used to upload objects (documents, links, websites, photos, videos, post it and graphics). It enables to customize the Gamedeck, Create users and their permissions.



6. When you click in this icon a new set of icons opens. This new set enables to publish in the platform different objects



6.1

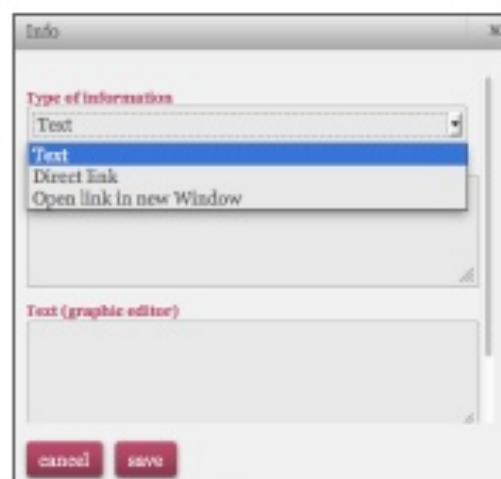


NEW ICON



If you edit the "D" you can change:

1. The size of the icon
2. The color
3. Insert and image
4. Edit a text



If you edit the "I" you can change:

1. Define a text
2. Create a direct link
3. Open link in a new window
4. Assign a folder
5. Edit text

TITLE TOOL

6.2



You can edit the title, generates links to jump among different gamedecks, or to a specific position in the same desk.
You can assign a level, meaning you can place the title in front or behind any object.



The 'Object title' dialog box contains the following fields and options:

- Width title:** A text input field with the value '300'.
- Color title:** A text input field with the value '#3333ff'.
- Title text (graphic editor):** A text area containing the HTML code: `<p><span style="color:#000000;"><span style="background-color:rgb(255,255,255);">gamvet project</span></span></p>`
- Level:** A dropdown menu with the value '1'.
- Buttons:** 'cancel' and 'save changes'.

POST IT TOOL

6.3



The 'Object postit' dialog box contains the following fields and options:

- Width postit:** A text input field with the value '300'.
- Color post-it:** A text input field with the value '#FF3366'.
- Model:** A list box showing a list of models from 1 to 9, with model 1 selected.
- Remove this item:** A checkbox that is currently unchecked.
- Buttons:** 'cancel' and 'save changes'.

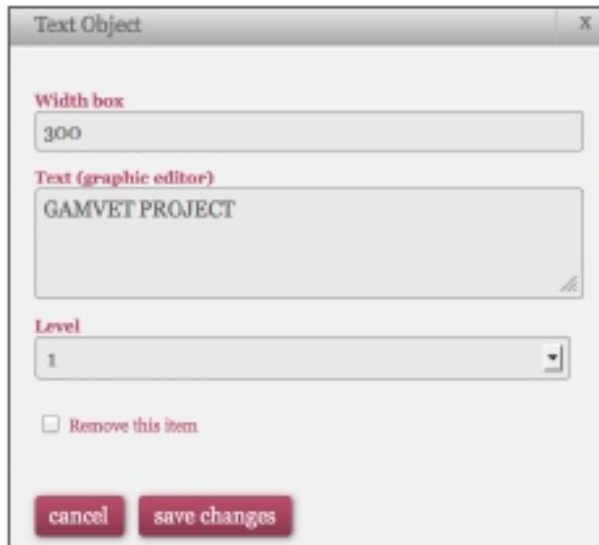
"D" and "I" buttons work in the same way. What is new in this dialogue box is you can change up to 9 different "Post it" models.

If you tick the "Remove this item" the object is deleted.



TEXT EDIT TOOL

6.4



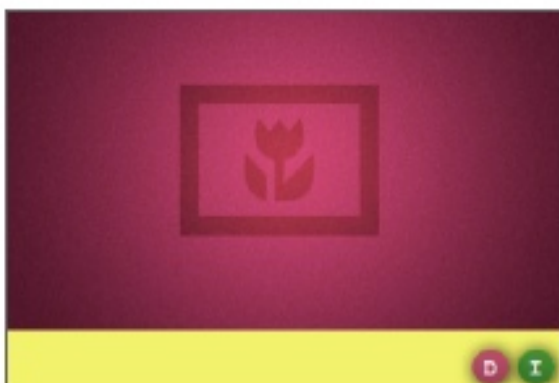
You can copy and paste any text using the Graphic Editor. Assign a level and define its position.

PHOTO TOOL

6.5



You can upload photos up to 1900 pixels.
The "D" and "I" buttons works in the same way as previous ones.



6.6

INSERT VIDEOS



Video object

Width video
300

Height video
380

Color video
#FF3366

Video URL

Vimeo/YouTube Code

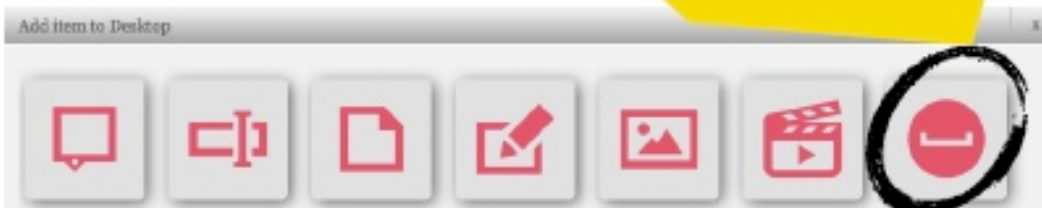
Video text
Sin Texto

cancel save changes

You can upload videos to the platform but the easiest way is to copy and paste from YouTube and Vimeo the insert iframe code.

6.7

INSERT OBJECTS



Object box

Width box
300

Height box
300

Url box
_imgs/no_foto.jpg

Level
1

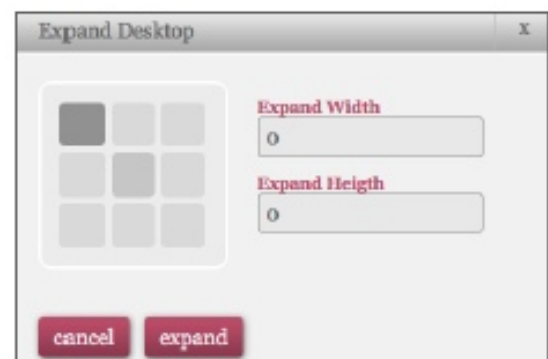
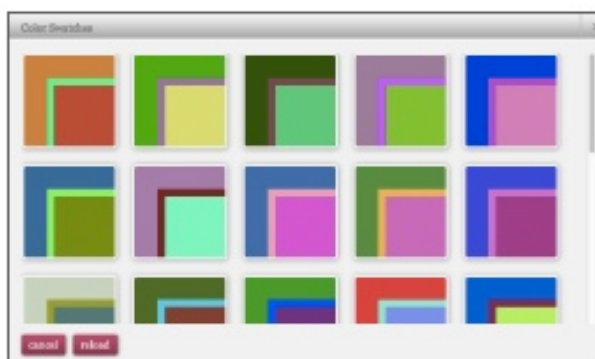
☐ Remove this item

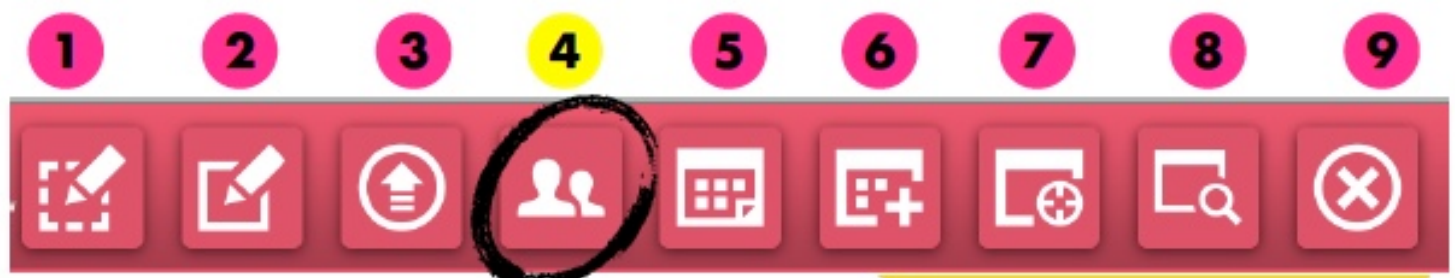
cancel save changes

You can insert an object meaning a website, a map, or any other object.



1. You can define the order of the different deks
2. You can pick and choose a pre-defined color by clicking on "Color Swatches"
3. You can define the size of the Desk by entering values or Expanding the desk
4. You put an image as a background
5. You can define the visibility of the desk
6. You can define the colors and the kind of egde and its size.

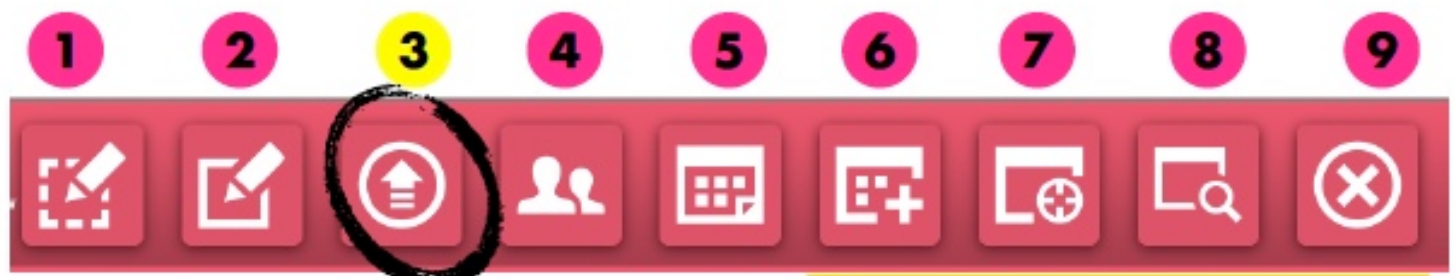




USER DEFINITION

A screenshot of a window titled 'Users'. It contains a 'Select User' dropdown menu with 'daniel' selected, a 'New User' button, and input fields for 'Name' (daniel), 'Pin' (daniel), and 'New Key'. At the bottom are 'cancel' and 'save changes' buttons.

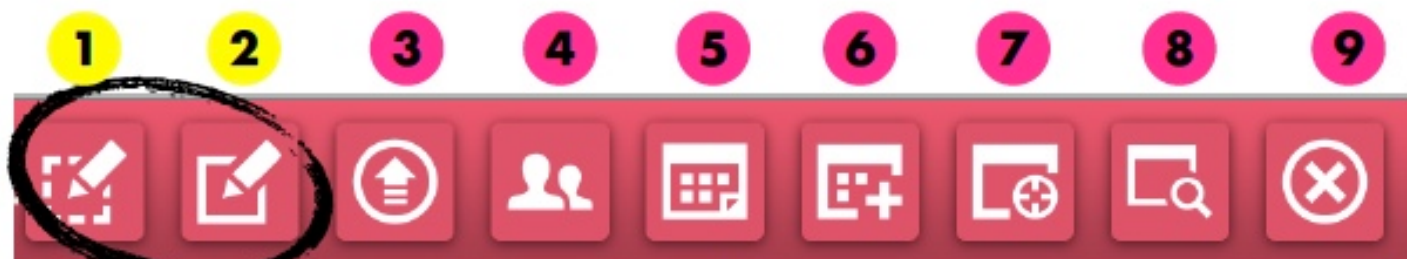
You can edit users, provide password or delete them. Change password is also possible.



UPLOAD DOCUMENTS

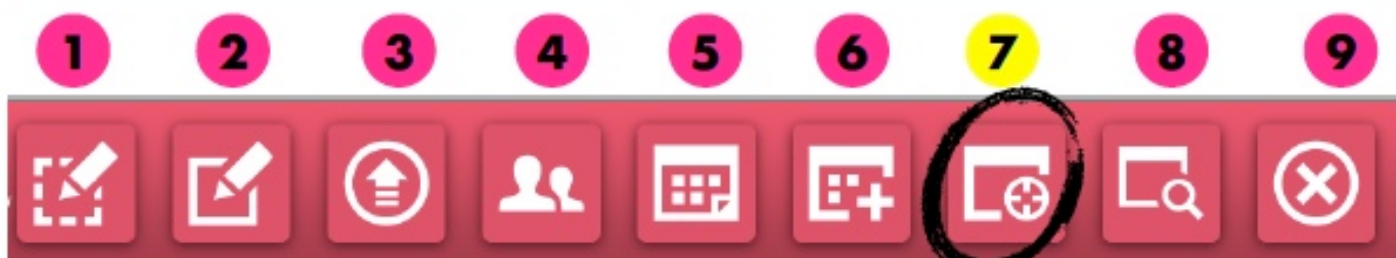
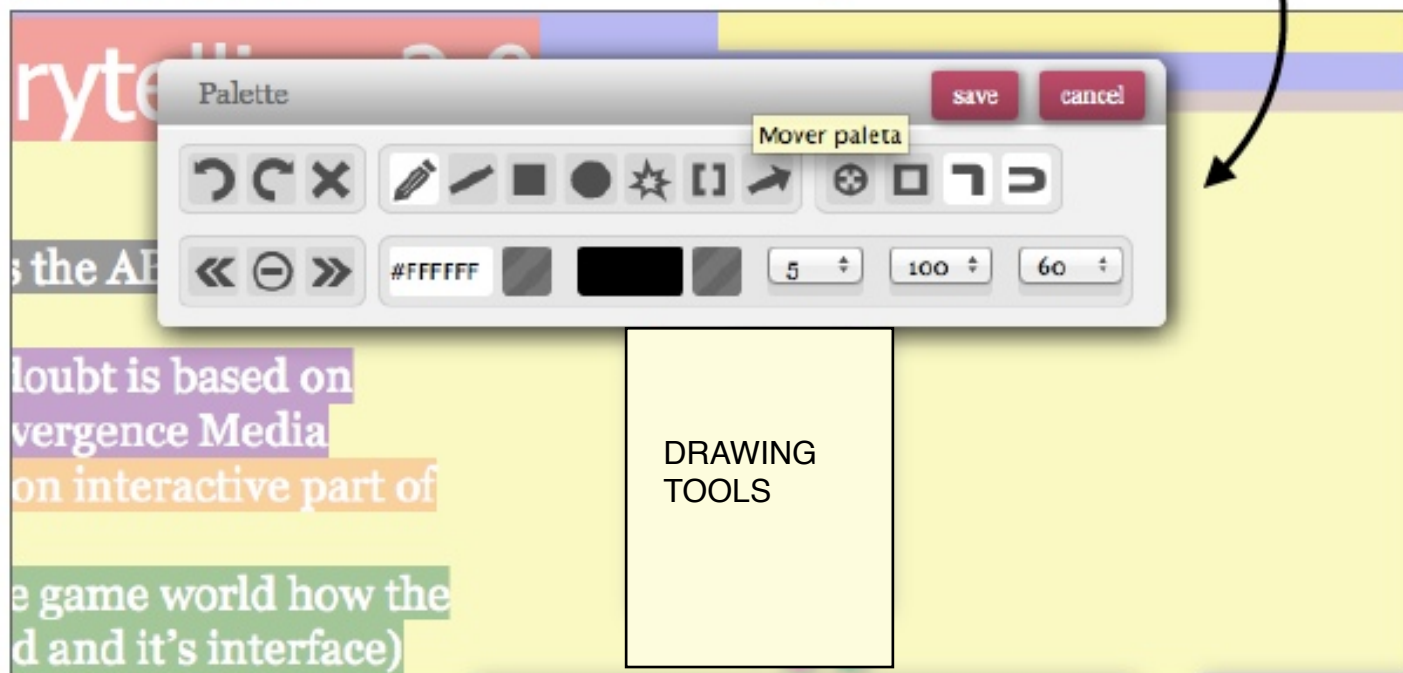
A screenshot of a window titled 'Upload documents'. It shows a file named 'gamevet' with a red arrow icon. Below are 'Delete marked' and 'create folder' buttons. At the bottom is a red dashed box with the text 'Drag here to upload documents.' and a file input field.

You can upload all kind of documents to different folders that you are able to create. You can delete existing files and upload new ones.



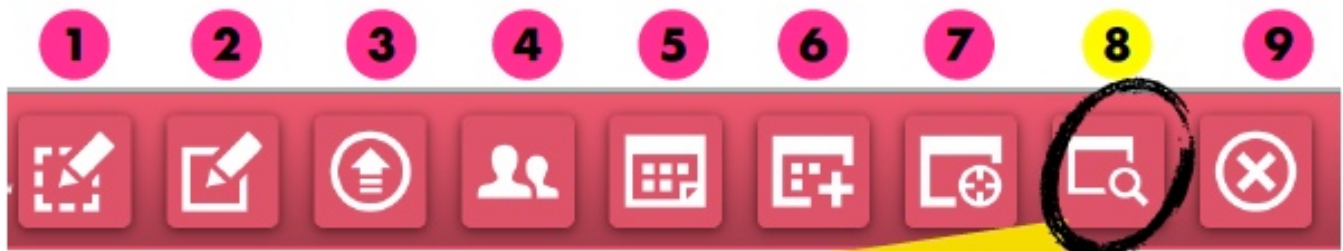
GRAPHICAL INTERFACE

You can use a series of graphic tools to enhance your presentations



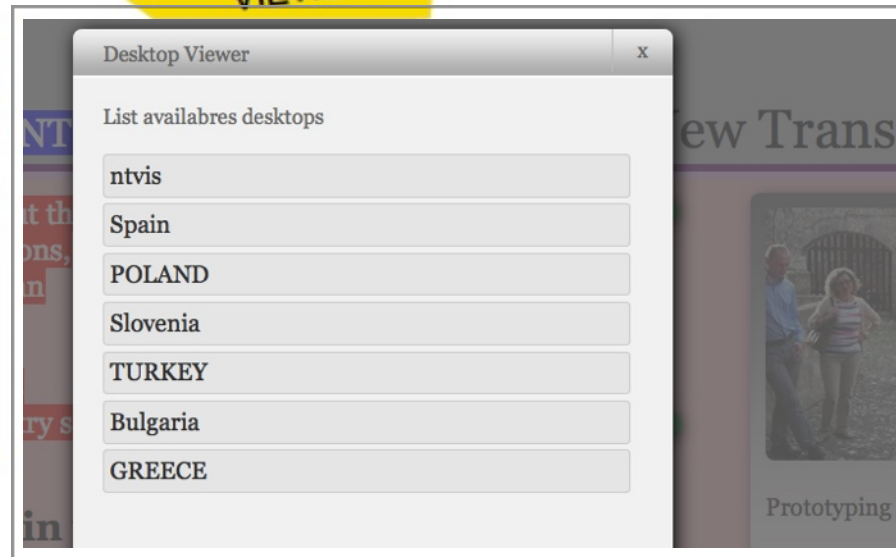
COORDINATES





DESKTOP
VIEWER

By clicking on the desktop names you access to each country workshops



It closes the platform.