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# MOBILE AND GAMING FOR LONG DISTANCE DRIVERS

ERASMUS+ - KA2 Strategic Partnership Project

Newsletter n. 3 – February 2016



[www.c95-challenge.eu](http://www.c95-challenge.eu)



Dear Reader,

This third newsletter is to inform you about the activities carried out and the products developed from September 2015 to February 2016. This newsletter will give you the basic information about C95 Challenge Erasmus+ project and the activities carried out by the partners in this period.

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## The Project activities

During the period covered by this third newsletter the partnership worked on the following activities:

### **Output 1. Drivers profiles and needs and Output 2 Collection of mobile technologies and games for learning.**

The final versions of the two outputs were translated in all partners languages and are available on the project website, in “Outputs” section ([http://c95-challenge.eu/en\\_GB/outputs/](http://c95-challenge.eu/en_GB/outputs/)).

### **Output 3. C95 Challenge Training path.**

The training path was described by the partnership in terms of Topics, Learning Outcomes, Timing, Materials, Extra Equipment and Competences of the Trainer. The partners have elaborated the final version of the educational material based on the training path. The final result of this phase consists in interactive slides and hyper videos to be used during the initial and continuous training foreseen by the Directive 2003/59. The slides and videos have been enhanced with multimedia material, quizzes and interactive activities in order to stimulate the autonomous learning with mobile devices.

The material produced has been translated in national languages and uploaded in a dedicated online page for the testing phase ([http://c95-challenge.eu/en\\_GB/pre-pilot-table-learning-material/](http://c95-challenge.eu/en_GB/pre-pilot-table-learning-material/)).

The educational material is supported by the “Training Methodology” elaborated by COS ([http://c95-challenge.eu/en\\_GB/c95-challenge-training-path/](http://c95-challenge.eu/en_GB/c95-challenge-training-path/)). The document is a useful tool for teachers, trainers and stakeholders in general, to be used for the implementation of C95 Challenge Training Path. The document describes:

- the content of the Directive 2003/59
- the results of the “Driver profiles and needs” analysis and the “Collection of mobile technologies and games for drivers” (Output 1 and 2)
- the training path
- didactic principles

## **The testing phase**

All partners have started to test the educational materials with different target groups at local level.

### **Pre-pilot with drivers**

Each partner have concluded the pre-pilot with drivers. It was the first phase of the testing process and involved at least 8 drivers for each countries for 8 hours of training. The main aim of this phase was to give an overall evaluation of the training path and the educational materials created by the partnership. The first part of the pre-pilot was dedicated to the training path and the second to the exploration of the interactive materials with mobile devices.

### **Fine tuning for trainers**

This phase is already carried out by all partners. It has involved at least 5 trainers for each country for 24 hours of training. The aim of this phase was to raise the consciousness of the trainers about the potential in using ICT tools to train truck drivers and to get useful feedback about the material produced by the project. Due to the different target group, the programme of the testing session was quite different from the previous one.

The first part of the fine tuning was focused on the presentation of the training path. Knowing the training path allows the trainers to evaluate if the material is appropriate to cover the learning outcomes to which it refers.

The second part of the fine tuning for trainers was focused on “O2 Collection of mobile technologies and games for learning” in order to provide useful tools and resources to use and create interactive materials in training courses for drivers. The trainers should be able to find the right tools for their educational contexts and target groups and to create dedicated educational materials or activities.

The third part was focused on the material produced by the C95-Challenge project. The interactive material was tested by the trainers taking into account the drivers’ needs and the didactic methodology usually adopted for this kind of training.

### **Fine tuning for drivers**

This phase of the testing process is still in progress. It will involve at least 20 drivers for 24 hours of training in each partner country. The results will be available on the website and in the next project newsletter.

## The third project meeting – Lodz (Poland)

On 10 and 11 December 2015 the third project meeting was held in Lodz (Poland). 11 participants, coming from all the partner countries, attended the project meeting. The work programme was focused mainly on the activities related to the Output 3. In particular the partners have discussed the results of the first sessions of testing, including positive and negative aspects. Each partner have presented the testing phases carried out at national level highlighting the main problems encountered and the improvements needed.

During the first day of meeting, were presented different documents including the Training Methodology by COS and the Testing Methodology by Training 2000.

SUPSI conducted a dedicated session to present the Stakeholder platform. During the session the partners explored the platform and acquired the basic skills to upload articles and photos.

During the second day Training 2000 presented the dissemination activities carried out by the partners and the results achieved. The situation was analysed defining future activities to assure a wide dissemination of the project results.

36,6 Competence Center, presented the Quality plan and the Evaluation and Transferability Guide defining what happened up to now and the future activities.

The remaining part of the meeting was dedicated to the definition of the Skills Alliance application foreseen by the project (Output 4).



## National activities

### Italy

CNA and Training 2000 produced the Italian version of the “Drivers profiles and needs” and “Collection of mobile technologies and games for learning” (Output 1 and 2).

Before the testing phase, CNA (responsible partner for the testing phase) produced a testing methodology describing the methodology to be used to carry out the testing phase, from the very beginning to the overall evaluation report. It gives instructions, timing and objectives useful for the project partners and for the trainers involved in the testing phase to perform the tasks assigned.

Training 2000 and CNA Pesaro e Urbino created the interactive material for “Eco-Drive”, the Module 1 of the Training Path. They have created two interactive presentations on “Dynamic driving” and “Description ad influence of forces applied to the movement of a vehicle”. The presentations were enriched with quizzes, videos and external links in order to improve the interaction with the user.

In order to test the material created by the partners Training 2000 and CNA Pesaro e Urbino have carried out, at local level, the pre pilot with drivers and the fine tuning for trainers. Overall 16 drivers attended the pre-pilot sessions (two sessions, 4 hours each). During the sessions the project was presented and the educational material tested with the drivers.

The fine tuning for trainers was carried out with 5 trainers involved in training courses for drivers. The fine tuning was organized in three different days with two sessions of 4 hours each for a total of 24 hours.

The partners are planning the last session of testing, the “Fine-tuning for drivers”. 20 drivers will be involved for 24 hours of training.

## Poland

36,6 Competence Centre translated into Polish the main results of Output 1 and 2 respectively: “Drivers profiles and needs” and “Collection of mobile technologies and games for learning”. Both publications were widely distributed within our local networks.

We have been participating actively in Output 3 by developing Module 4 on European Law, conducting pilot testing for both groups: drivers and trainers and leading the evaluation process.

We also contributed to creation of on-line platform within Output 4 providing videos, quizzes and identifying mobile applications and games and adding audio/video narrations to chosen slides.

Dissemination in Poland is mainly carried out via social media on regular basis. We also published an article on C-95 Challenge project; it is available on KOWEZIU – Krajowy Ośrodek Wspierania Edukacji Zawodowej i Ustawicznej (National Centre for Supporting Vocational and Continuing Education) web-site constituting one of the main portals in Poland dedicated to VET

<http://www.edukator.koweziu.edu.pl/c95-challenge-aplikacje-mobilne-i-gry-w-ksztalceniu-kierowcow-zawodowych/>

## Switzerland

The main activity carried out in this period concerns output 3: “C95 Challenge Training path”, in particular SUPSI worked on the production of the interactive resources in form of interactive slides and hyper-videos.

The pre-pilot with drivers and fine tuning for trainers allowed the partnership to collect a number of feedback and comments, that represented useful input to improve the existing interactive resources. SUPSI was involved in refining the material with valuable enrichments (e.g. narration of the slide contents) and in solving some technical and usability issues emerged from the test phase.

Other activities carried out in this period concerns dissemination: SUPSI, in collaboration with Training 2000, wrote a paper on the C-95 for the Mobile Learning Conference, that will be held in June 2016 (<http://mlearning-conf.org/>) and proposed another paper for the journal “TD Technologie Didattiche”.

## **Austria**

Reports from both Output 1 (drivers' profiles and needs) and Output 2 (collection of mobile technologies and games for learning) were produced in a German version.

COS developed interactive materials as well as the training paths for Module 2, Vehicle Technology, and Module 5, Health. Two videos have been created for the Health module. One video dealt with the topic of "the correct vehicle seat position." The second video included a filmed sequence from a training session for the module "Diet". Furthermore, the presentation documents were supplemented with quizzes and external links.

After these materials were developed, they were tested as part of a pre-pilot phase for drivers and a fine-tuning for trainers. During this test phase, both the drivers and the trainers gave important feedback, which has been incorporated into the modification of the training materials. The revised materials will be used in the planned fine-tuning for drivers (20 drivers in a 24-hour training course).



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