

4.0 ANDCOM NEWSLETTER

4.0 didactic approaches in duty of developing ANDragog's COMpetences



Issue n°1, March-August 2020

Welcome to the first 4.0 ANDCOM Newsletter

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The **4.0 didactic approaches in duty of developing ANDragog's COMpetences** project aims at introducing a new approach to the education of low-skilled and low qualified adults, by developing competences in andragogs (adult educators) (for them) being better equipped to extend their curricula and provide effective, as well as innovative teaching tailored to the needs of their learners. The project deals with digital skills, ICT competences and Industry 4.0, bringing innovation to the classroom, as well as using these as instruments for boosting motivation among learners.

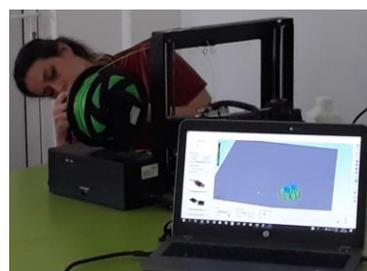
ANDCOM 4.0 consortium is built of partners from a variety of professional and geographical backgrounds to ensure the successful implementation of this multilevel project. All project results will be available as Open Educational Resources in the seven languages (Deutsch, Portuguese, Spanish, Greek, Lithuanian, Polish and Romanian) of the partnership, apart from English.

In this first Newsletter we want to **introduce the four out of the seven modules that will be developed as m-learning courses for Andragogs** and that will be available within the tool "**Industry 4.0 in teaching low-skilled adults**". The rest of the modules will be introduced in the next newsletter issue.

M2. Additive manufacturing, as an object of adult didactics, developed by LUDOR

The purpose of this module is to raise Andragogs' awareness and ability to use 3D printing (3DP) in Adult Education and to extend and develop their competences, thus enabling them to perform effective training of low-skilled adults in the field of 3DP. In addition to the specific pedagogical knowledge, skills and attitudes required for providing Adult Education, the Andragogs need also technical knowledge and the goal of this module is to deliver it. The module will include basic information about 3D printing approach, terminology, advantages and limitations, main applications, available technologies, materials and equipment. In addition, the process steps needed for obtaining an object using 3DP will be described.

The most appropriate jobs for a low-skilled adult, properly trained by 4.0 ANDCOM project, are 3D printer operator and 3DP part post-processing technician



3D printer operator. Source: <http://ludoreng.com/>





Augmented reality. Source:
<http://ludoreng.com/>

M3. Augmented reality, as a real alternative to analog didactic materials, developed by SIF

The purpose of this module is to raise Andragogs' awareness and ability to use Augmented Reality (AR) tools in Adult Education and to extend and develop their competences, thus enabling them to perform effective training of low-skilled adults in many different fields where AR tools could be successfully adapted. In addition to the specific pedagogical knowledge, skills and attitudes required for providing Adult Education, the Andragogs need also technical knowledge and the goal of this module is to deliver it.

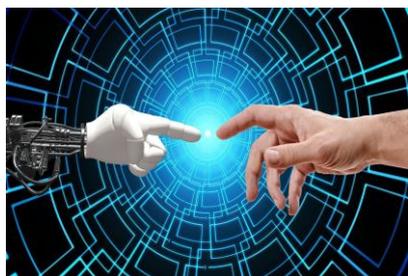
The module will include basic information about Augmented Reality: definition, origin, terminology, variety, advantages and limitations, main applications, available technologies and tools, information on how to create AR applications.

M5. Cybersecurity, as basic necessity of every learning process, developed by URV

Cybersecurity is the name for the safeguards taken to avoid or reduce any disruption from an attack on data, computers or mobile devices. Cybersecurity covers not only safeguarding confidentiality and privacy, but also the availability and integrity of data, both of which are vital for the quality and safety of care.

Cybersecurity is a constantly changing area with lots of jargon and sometimes can seem quite confusing. However, many effective and relatively simple steps can be taken to protect information and protect you and your organisation. Taking some simple actions and practicing safe behaviours will reduce online threats.

Cybersecurity covers not only safeguarding confidentiality and privacy, but also the availability and integrity of data



Source:
<https://pixabay.com/photos/technology-developer-touch-finger-3389904/>

M7. Artificial Intelligence, which can gear up adult education and future prospects, developed by ISON

Have you ever heard or seen in an advertisement that a new smartphone or a new product uses the power of Artificial Intelligence? If the answer is yes, you will realize that AI is all around us whether we realize it or not and it has extremely influenced both our professional and personal lives. For some, AI is about artificial life-forms that can surpass human intelligence, and for others, almost any data processing technology can be called AI. Many predictions of the near future suggest that the next years' many areas will be influenced by the power of AI from the industrial and technological one, to the future of knowledge and education as well.

Given this information, our main goal in this module is to provide the necessary information, in such a way that everything is simplified and clear, to understand the general use of Artificial Intelligence and also, the ways that AI can be used in daily life and on adult education.

Partnership meetings

On the 16 and 17 of December 2019 the first partnership meeting of the 4.0 ANDOM project was held in Rzeszów. It was organized by the coordinator, Centrum Wspierania Edukacji i Przedsiębiorczości (CWEP). During the meeting, the partners involved in the project were introduced. In addition, the most important points of the project were presented, as well as the dissemination strategy. Also, management issues were discussed.

The second partnership meeting was planned to take place in Vienna July 2020, however due to the COVID-19 outbreak it was decided to hold the conference online.

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