



EQ-WOOD



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Co-funded by the  
Erasmus+ Programme  
of the European Union

# Interactive, training video pills

## STRUCTURE OF THE INTERACTIVE VIDEO TRAINING PILLS

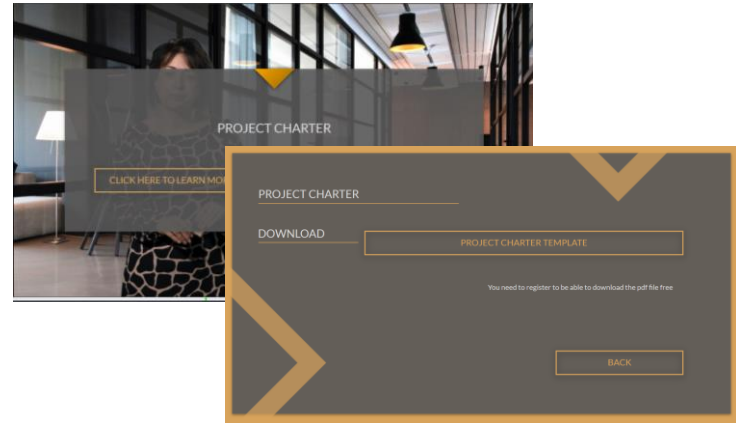
- **Introduction:** of a maximum duration of 1 minute, created using Motion Graphics, with a series of images that summarise the topic
- **Creation in the Studio:** Use of the “Chroma Key” with the application of computer graphics and motion graphic solutions.



- **Use of Interactivity**

possibility of accessing the in-depth information recalled by the trainer/presenter in the video to cover the other aspects not included in the OER and which constitute the knowledge baggage of the target Curriculum defined by the partnership, which allows viewers to temporarily interrupt the episode and, through the **hotspots** inserted on the time-line of the video, recalled by specific "**Key Words**", to access the different training contents provided thanks to which you can:

- ✓ download an in-depth pdf or ppt
- ✓ access a thematic website and/or a portal of the institution and/or reference body
- ✓ watch a further video and/or slideshow of photographs
- ✓ listen to an interview and/or other multimedia content



The **Interactive Training Videos with branching narratives** are a further evolution of the Edutainment models proposed by CONFORM



Users can access one or more branched scenarios, which, thanks to the use of small video clips, shot in first and third person, allow them to **make choices that will influence the course of the story**, thus, being able to verify the consequences of the behaviours acted/chosen in a **cause/effect logic**.



During the viewing of the interactive videos with narrative branches, **questions** are proposed regarding the possible decisions to be taken on the circumstance simulated by the actors on stage.



The answers chosen by the user will open, from time to time, a different training scenario, including **positive/negative feedback**, which will lead him/her to the conclusion of the story, acquiring greater awareness of his/her knowledge on the subject.

# E-learning Platform



## “Erudire” E-learning Platform

To access the audio-visual products created for the EQWOOD project, you need to access CONFORM S.c.a.r.l's “Erudire” e-learning platform at <http://www.erudire.it/> by logging in at the box in the top right hand corner as shown as follows:

Erudire  
E-learning per aziende e privati

Chi siamo Privacy e Cookie E-Learning Per Aziende Corsi FAQ Manuale Operativo

LOGIN

Username

.....

>

Per accedere al sito, puoi creare facilmente il tuo account in pochi minuti. L'accesso ai corsi può essere regolato da chiavi di accesso, necessarie solo all'atto dell'iscrizione. Per creare l'account: Compila il form Nuovo account con i tuoi dati. Ti verrà spedita una email all'indirizzo da te fornito. Leggi l'email e clicca sul link presente nel corpo del messaggio. Dopo aver confermato il tuo account, sarai autenticato dal sistema. Una volta autenticato, potrai scegliere a quale corso iscriverti. Se ti verrà richiesta una chiave di iscrizione, usa la chiave fornita dal docente del corso. Una volta iscritto al corso potrai frequentarlo autenticandoti con il tuo account.


TEACHING

E-LEARNING

## Access to audio-visual products

After having logged in with the credentials you have or those you have created, you need to click on the «enter» tab of the «International Projects» course category in the homepage of the platform

Featured Courses



Then click on «EQ-WOOD»

The image shows a screenshot of the Erudire platform's 'Featured Courses' section. A yellow arrow points to a course card for 'EQ-WOOD'. The card features a forest background with a large white 'W' logo and the text 'EQ-WOOD'. Below the main image, there is a teal banner with 'EQ-WOOD' and a small logo. To the right of the card, a yellow arrow points to the text 'Then click on «EQ-WOOD»'.

### Open Badges

Open Badges are visual tokens of achievement, affiliation, authorization, or other trust relationship sharable across the web.

Open Badges represent a more detailed picture than a CV or résumé as they can be presented in ever-changing combinations, creating a constantly evolving picture of a person's lifelong learning.

Open Badges are digital credential systems that adopt the OBI - Open Badges Infrastructure standard and apply the blockchain in line with the IMS Global Standard, as a tool to represent, understand (both human and machine), verifiability, traceability, sharing, portability and recognition of the results or skills achieved by a learner even in non-formal contexts (e-learning and WBL)

## Open Badges

To access the Open Badges pages click on “Badges” on the navigation panel on the right

The screenshot displays a course interface with a list of modules on the left and a navigation panel on the right. The modules are:

- 1. DESIGN THINKING, CONCEPTING, PROTOTYPING (with a "Your progress" indicator)
- 2. INNOVATION - INNOVATION MANAGEMENT
- 3. DESIGN, TREND & INNOVATION RESEARCH
- 4. PROJECT MANAGEMENT
  - 4.1 - Basics of Project Management



The navigation panel on the right is titled "Navigation" and contains the following menu items:

- Home
- Dashboard
- Site pages
- My courses
  - eqwood
    - Participants
    - Badges** (highlighted with a yellow circle and arrow)
    - Competencies
    - Grades
    - 1. DESIGN THINKING, CONCEPTING

# Open Badges

## EQ-WOOD: Badges

Number of badges available: 6

Image	Name ^	Description	Criteria
	EQ-WOOD: PROJECT MANAGEMENT	This badge is awarded to people who successfully complete the fourth module of the Innovation Advisor Course developed by the EQ-WOOD sector skills alliance project partnership acquiring the 'Project Management' competence. Further information on the Innovation Advisor Professional Profile is available at <a href="https://www.eqwood.org/downloads">https://www.eqwood.org/downloads</a>	<p>Users are awarded this badge when they complete <b>ANY</b> of the listed requirements.</p> <p>The following activity has to be completed:</p> <p><b>"SCORM package - 4.8 - FINAL TEST - PROJECT MANAGEMENT"</b></p> <div style="border: 1px solid #ccc; padding: 5px; margin: 5px 0;"> <p>Participants have successfully completed the final test of the module called 'Project Management'.</p> </div> <p>This badge has to be awarded by the users with <b>ANY</b> of the following roles:</p> <ul style="list-style-type: none"> <li>Manager</li> <li>Non-editing teacher</li> </ul>
	EQ-WOOD: PROFESSIONAL DEVELOPMENT, NETWORKING & INTERCULTURAL SKILLS	This badge is awarded to people who successfully complete the fifth module of the Innovation Advisor Course developed by the EQ-WOOD sector skills alliance project partnership acquiring the 'Professional Development, Networking & Intercultural Skills' competence. Further information on the Innovation Advisor Professional Profile is available at <a href="https://www.eqwood.org/downloads">https://www.eqwood.org/downloads</a>	<p>Users are awarded this badge when they complete <b>ANY</b> of the listed requirements.</p> <p>The following activity has to be completed:</p> <p><b>"SCORM package - 5.6 - FINAL TEST -</b></p>

Once you access the Open Badges page you can see all the "Badges" available for the course.

If you pass the tests at the end of each module you will receive the EQ-WOOD badge specific for the that module.

There is also a final badge of the EQWOOD project that you will receive if you pass all the tests.

# EQ-WOOD DIGITAL STORY

It is an innovative format based on integrated **transmedia/interactive communication** that combines awareness raising and training to create a new EU communication model.

It tells the story of the project through **interviews with experts and partners** who contributed in implementing the project actions and in which **the OER converge**.

Click on the picture to watch the **EQWOOD Digital Story**.

