

APRIL 2022 | NEWSLETTER 2

VISITOR

VIRTUAL MUSEUMS IN THE COVID ERA



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Say CHEESE!



The faces of the VISITOR partnership

In February 2022, the consortium met for its 2nd transnational meeting. Due to pandemic-related protocols and measures, the meeting was held online. Members from the 5 organisations which make up the partnership were in attendance: IDEC (GR), I4D (FR), OU (UK), HOU (GR) and Logopsycom (BE).

The partnership discussed increasing the reach of the project and further developing the project Results.

Our partnership has been hard at work sharing and presenting news about **VISITOR!**

Show & TEL 22.02.22



Partnership members Dr. Maria Aristeidou and Mr. Theofanis Orphanoudakis discussed the project at the openTEL (Open University Technology Enhanced Learning) conference "Show and TEL" with the presentation: **Virtual Museum tours for schools: teachers' experiences and expectations**. They shared the results of our project survey which assessed teacher interest in applying Virtual Museum Tours in their classes and possible steps to help them get on board.

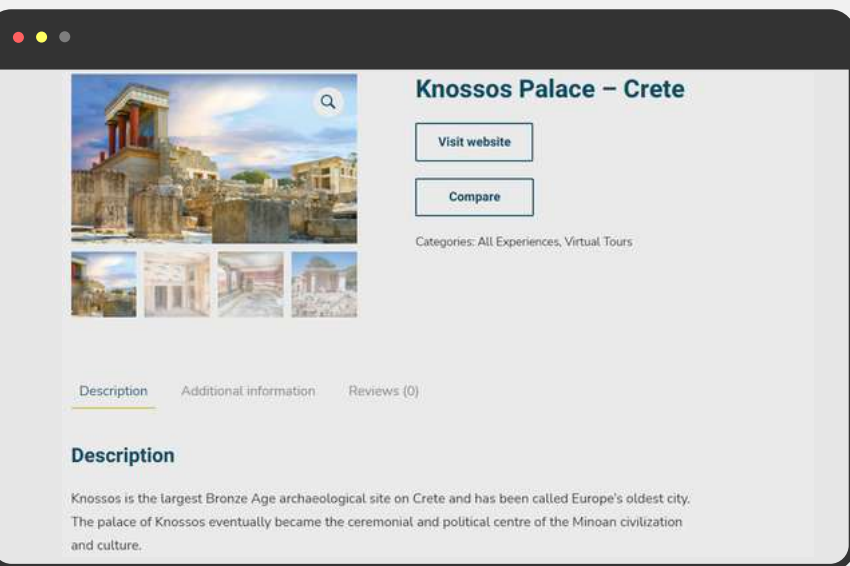
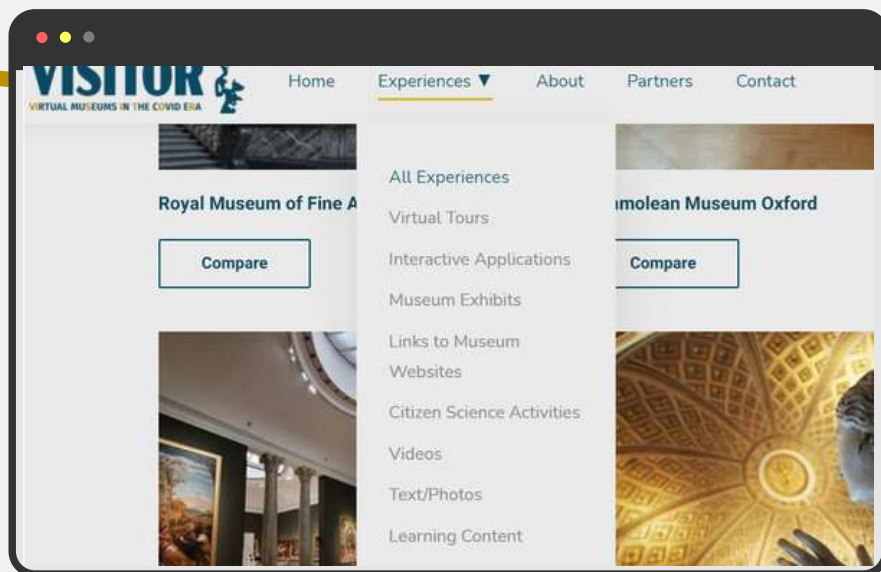
Dr. Aristeidou also presented the VISITOR project at the EDUCON2022 – IEEE Global Engineering Education Conference titled "**Digital Transformation for Sustainable Engineering Education**".





We've created a platform that serves as a digital library where teachers and their classes can find educational content to facilitate virtual museum visits and integrate virtual museum activities into the school curricula!

Users can filter the content to see virtual tours, interactive applications, museum exhibits, museum websites, citizen science activities, videos, text/photos & learning content



Every resource contains explanatory photos, a description and additional info, the possibility to leave a review, a link to the resource's website and even an option to compare the chosen resource to another on the platform!

To take a look at the digital library of content yourself, visit:

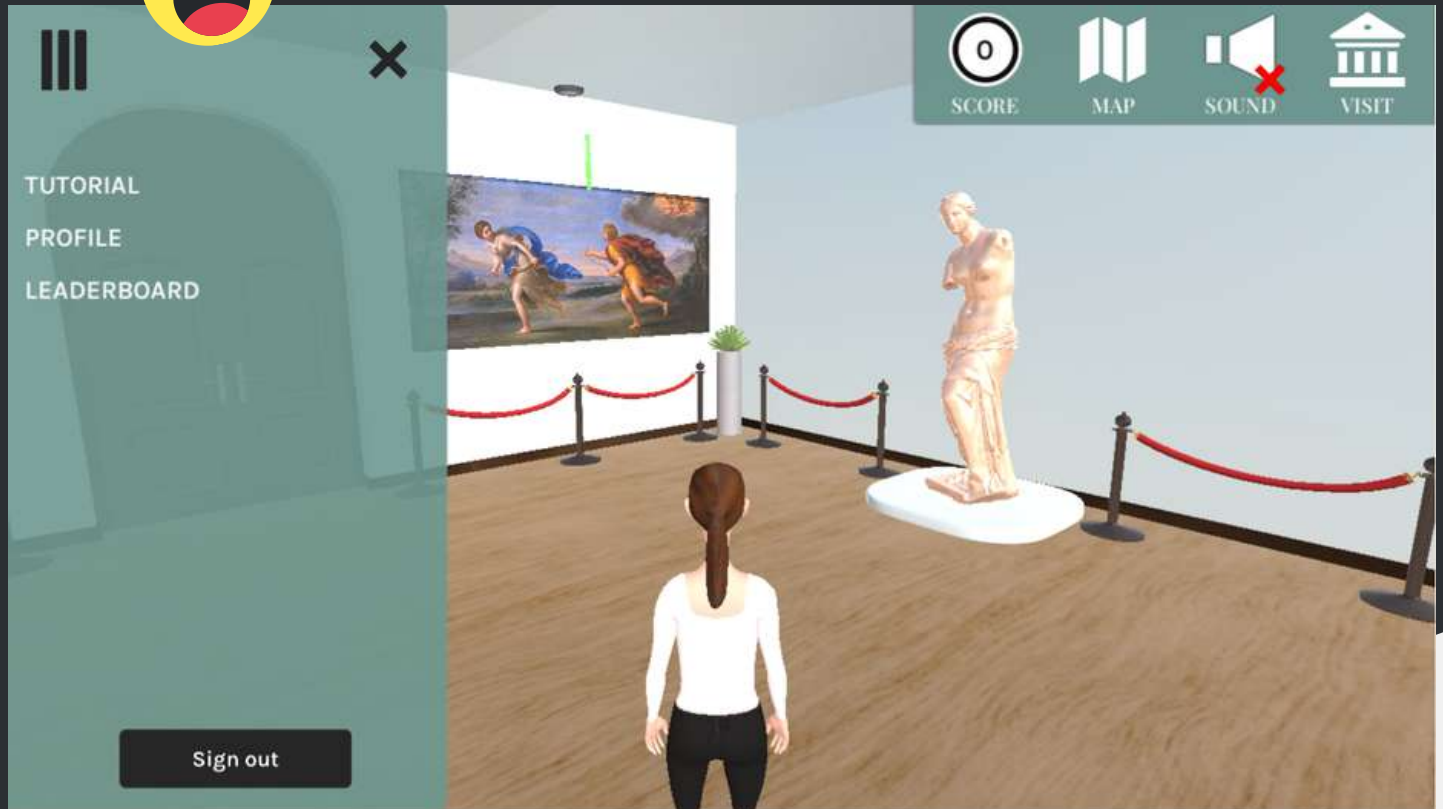


<https://visitor.e-trainingcentre.gr/>



To-Do: **update VISITOR gaming app** ✓

The gaming app intended to be played by teachers and their students has a new look!



By following best practices in web accessibility, we've implemented and will continue to implement features that are both **visually appealing and inclusive!** The interface and museum exhibition design respects standards of **adequate colour contrast** and the text featured in the game will prioritise **readability of content** in order to reach learners with learning disorders.

To keep up-to-date on this project resource as well as others, please visit our website:

<https://visitor-project.eu/>

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