

Project-Number:  
2014-1-DE02-KA200-001631

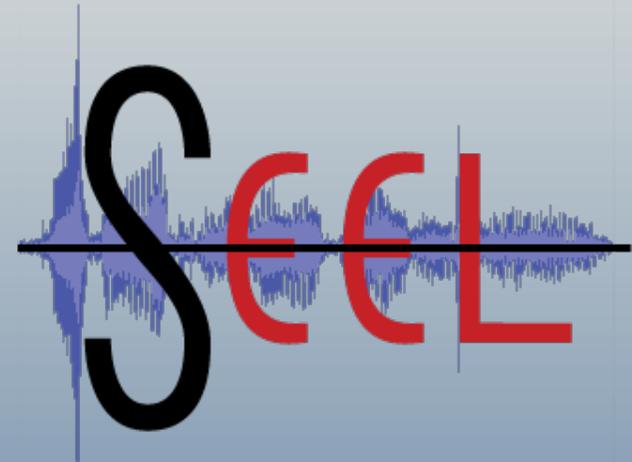
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## Aims and Objectives

The project consortium intends to research and develop ways of taking advantage of sound to enhance learning in e-learning settings. The consortium will create sample implementations such as instructional videos, audio lessons, interactive online lessons, exercises, and serious games, test them in different learning settings, and turn them into model implementations through the required redesign phases.

Special attention will be paid to visually impaired learners for whom acoustic perception is even more important than for other learners. The results will be published in a handbook, which will be made available along with the model implementations. The handbook will serve as a basis for future design of better learning content, especially EU opened learning content, by adding the dimension of sound.

## Sound in European E-Learning



# SEEL



# SEEL – Sounds in European E-Learning

The project SEEL – Sounds in European E-Learning (2014-1-DE02-KA200-001631) is a European Erasmus+ project in the key action 'Cooperation for innovation and the exchange of good practices', action 'Strategic Partnerships'. SEEL focuses the field of vocational education and training (VET). The project started on the 1st of September 2014 and its duration is 24 months. The project language is English.

Project partners are four partners from the three countries Germany, Romania and Czech Republic. In this case, the consortium consists of an university, a technology-oriented partner for innovative education programs and two development and implementation schools.

**Ingenious  
Knowledge**

## The project aims to develop:



Research results in the field of using sound and audio elements in e-learning settings with a specific focus on vocational education and training

Open learning materials for integration into OER learning opportunities (Open Educational Resources)

A training course on the use of sound and audio elements in learning contexts as well as the so-called SEEL-Learning Solution Network, a partnership that is committed to long-term issues of the integration of audio elements in learning processes.