

SEEL

Sound in European E-Learning  
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E-Learning is important in European Education and especially in the field of European Vocational Education and Training (VET). Modern didactical approaches combine audio, text, graphics, animation, video and interactivity in a multimedia setting which address the different senses. Concerning sounds and audios it is necessary to focus on acceptance in learning processes and the use in didactical settings. This is where the project SEEL provides new answers.

Multimedia can be defined as the use and combination of a variety of media in an information context. This can be a combination of e.g. text, audio, graphics, animation, video, and interactive elements.



The project SEEL will examine opportunities for using sound in e-learning settings as a way of enhancing the learning experience and supporting learners. Special attention will be paid to visually impaired learners. The consortium will build model implementations and publish them along with a handbook to support future improvements in the development of open learning content and other types of e-learning applications. The project 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.

podcasts  
 signals  
 music



Testgroup implementation  
 Testgroup implementation

Teaching-methods  
 eLearning-Implementation  
 European Questionnaire on sounds in educational settings

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