

PROJECT ACRONYM AND TITLE: Learning via mobile devices (mGBL)

FUNDING PROGRAMME: FP6, IST

PERSON RESPONSIBLE: Dragan Čišić

FINANCIAL DATA

Project total cost		
2.400.000,00 €		

SUMMARY

The goal of the project is to improve the effectiveness and efficiency of learning in target groups of young people through development and innovative learning models based on mobile games.

The results of this project enable new forms of learning, encourage the traditional learning process and provide the opportunity to include mobile channels for presentation and training of educational content.

Start date	End date	
09.2005.	12.2008.	

PARTNERSHIP

Br.	Partner organization	Country	Role
1.	Evolaris Privatstiftung	Austria	Lead Partner
2.	Educational and Vocational Counselling	Austria	Partner
3.	The Research Studios-Smart Agent Technologies	Austria	Partner
4.	Ultralab-Anglia Ruskin University	UK	Partner
5.	Dipartimento di Elettrotecnica, Elettronica e Informatica	Italy	Partner
6.	ASTER- Dipartimento Risorse per l'Orientamento e il Lavoro	Italy	Partner
7.	Sveučilište u Mariboru, Fakultet organizacijskih znanosti/Centar e-trgovine	Slovenia	Partner
8.	Mariborski Centar za obrazovanje odraslih	Slovenia	Partner
9.	Faculty of Philosophy in Rijeka	Croatia	Partner
10.	Faculty of Maritime studies Rijeka	Croatia	Partner

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