

DIGITAL FABRICATION AND MAKER MOVEMENT IN EDUCATION











RESEARCH

DESIGN

PILOT

VALIDATE



This project has received funding from the European Unions Horizon 2020 Research and Innovation Programme under Grant Agreement No 731345.







PROJECT BACKGROUND

Digital technology has radically changed the way people work in industry, finance, services, media and commerce and has urged necessary corresponding changes in educational systems. In many cases, new technologies are simply reinforcing old ways of training and learning in current school settings and very often they are introduced according to a narrow perception as being suitable only for talented youth or only for Science-, Maths- or Engineering-oriented majors. Current developments call for a move from this elitism to the recognition that fluency with making technologies represents knowledge and skills valuable for every citizen.

PROJECT VISION

For learners (13-17 year olds) and their teachers/instructors/coaches who want to learn by making in an engaging and rewarding environment supporting creativity, eCraft2Learn is an integrated learning ecosystem that provides tools, support and training for innovative learning, contributing to opening learning towards innovation through a craft- and project-based pedagogical approach in STEAM education.

PROJECT OBJECTIVES

The eCraft2Learn project has a three-fold focus interrelated within the pedagogical, technical and business objectives.



Pedagogical objectives:

- innovation management techniques
- developing a different approach to education
- enabling communication



Technical objectives:

 facilitating positive changes in attitudes towards education in science, technology



Bussines objectives:

enabling and making sustainable network of collaboration among industry

PROJECT FACTS

DURATION 01/01/2017 to 31/12/2018

PROGRAMME

Horizon 2020 Research & Innovation Action

REFERENCE 731345

COORDINATOR University of Eastern Finland

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