

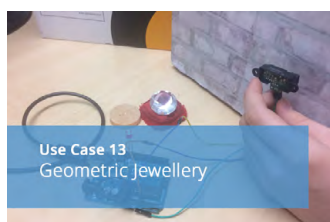
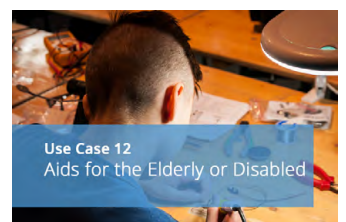
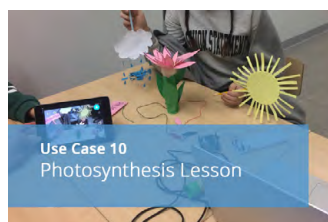
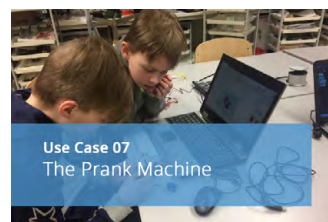
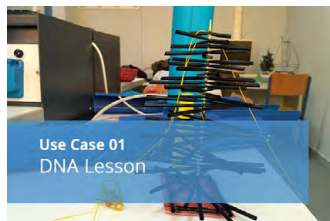
USE CASES

Use cases can support very much the understanding of how a product or a tool can be used. The use cases developed in eCraft2Learn are meant to foster this understanding and allowing insights on how a school class, a teacher or single students could handle different projects with the eCraft2Learn learning ecosystem.

The use cases reflect the different needs of teachers and students as well as ideas created by the teachers and

aim to further define (or re-define) already existing and planned work or point out new ideas and requests that shall be used as input for further discussion on the development work in eCraft2Learn.

In total, 14 and two variations or adaptations of use cases were created, very different in terms of topic, focus and description in order to reflect on the manifold possible environment of usage.



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PERSONAS

Find out more on project.ecraft2learn.eu



SUSAN, 35
Science Teacher, Finland



NIKOS, 42
Teacher of Science & Music, Greece



BARBARA, 37
Science Teacher, Austria



DIMITRIS, 55
School Principal, Greece



PETROS, 28
Non-formal Education Trainer, Greece



ELENA, 17
Student, Greece



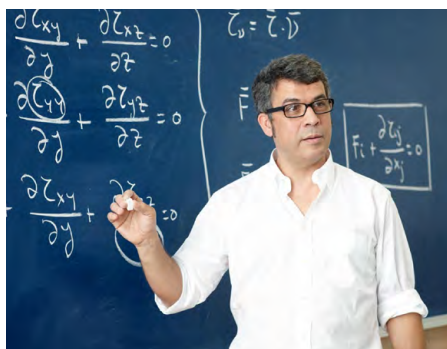
NOAH, 12
Student, Austria



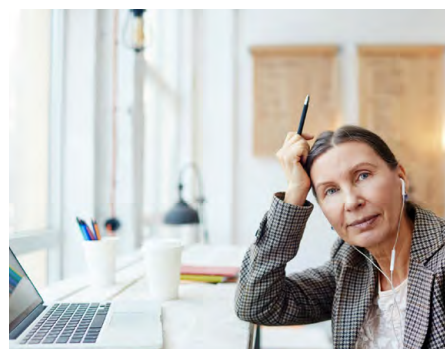
VEIKKO, 12
Student, Finland



BORA, 12
Student, Albania



CHRISTOPH, 41
Science Teacher, Austria



IVANA, 56
Teacher of Biology & Chemistry, Slovenia