EUROPEAN THEMATIC NETWORK

FUTURE EDUCATION AND TRAINING IN COMPUTING:
HOW TO SUPPORT LEARNING AT ANYTIME ANYWHERE
(FETCH)

539461-LLP-1-2013-1-BG-ERASMUS-ENW
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HOW TO SUPPORT LEARNING AT ANYTIME ANYWHERE

Lifelong Learning Programme

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"FUTURE EDUCATION AND TRAINING IN COMPUTING: HOW TO SUPPORT LEARNING AT ANYTIME ANYWHERE" (FETCH)

MEMBERS FROM 67 UNIVERSITIES AND COMPANIES IN 35 EUROPEAN COUNTRIES

COORDINATOR: UNIVERSITY OF RUSE

01.10.13 - 30.09.16

THE MAIN OBJECTIVES OF THE PROJECT ARE TO INTRODUCE INNOVATIVE TECHNOLOGIES IN EDUCATION, DEVELOP AN INTEGRATED ENVIRONMENT FOR COMPUTING EDUCATION, WHICH INCLUDES CURRICULA, SYLLABI, E-LEARNING, RESOURCES, STUDENT EXHIBITION FORUMS, WHICH WILL SIGNIFICANTLY RAISE EDUCATION QUALITY. IT WILL ALSO PROPOSE A SET OF RECOMMENDATIONS FOR FUTURE DIGITAL CURRICULA IN COMPUTING EDUCATION AND TRAINING 2020 AND WILL DEVELOP NEW DIDACTICAL THEORIES AND LEARNING MODELS FOR USING SOCIAL MEDIA IN EDUCATION.

PARTNERS:
67 universities and companies from 35 countries

COORDINATOR:
UNIVERSITY OF RUSE, BULGARIA

PERIOD:
3 YEARS
01/10/2013 – 30/09/2016

EU GRANT:
600 000 Euro

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MAIN REASONS
FOR SUBMITTING
THE PROPOSAL:

➢ **New strategic framework for European cooperation in education and training ET2020;**
➢ **European Qualification Framework ;**
➢ **Tuning methodology;**
➢ **Introducing modern innovative technologies in education.**

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MAIN AIMS:

Achievement of intelligent growth, and building a knowledge and innovation based computer society through raising the quality of computing education, introducing modern innovative technologies in education, sharing knowledge, discussing methodologies, promoting exchange of good practice between all parties.

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EXCEPTED RESULTS AND PRODUCTS:

➢ **European Strategic Framework for Computing Education and Training (ESFCET 2020), which will form strategies at local and transnational level to enrich computing education in Europe.**

➢ **European Evaluation Framework in Computing Education and Training EEFCET 2020, which will evaluate the three factors: knowledge, skills and competences, acquired during education and training in computing.**

➢ **Recommendations for future digital curricula in Computing Education and Training DCCET 2020.**

➢ **New didactical theories and learning models for use social media in education**

➢ **Six conferences and six workshops as co-events to the conferences in the field of computing.**

➢ **Publication of results magazines, newspapers, brochure and internet sites.**

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IMPACT:

➢ **The project products will be of benefit for all parties in computing education like:**
• **University and national policy-makers in Computing education;**
• **University academic staff who are lecturers/trainers in Computing;**
• **Bachelor, Master & Doctoral Students of Computing who are currently being trained and those to be admitted in years to come;**
• **Research institutes and centers in Computing;**
• **Companies and small and medium-size enterprises in the field of Computing.**
➢ **The project will change the methodology of training computer specialists, will apply most modern technologies in education, and will promote closer cooperation between universities, research institutes and industry.**

Thank you for your attention !