



#VocLearnTech Project Launch

6.30-9.30pm 8th October 2015

RSA House, London

Project Summaries



Badgemaker - We Are Snook

Badge Maker enables teachers and learners to recognise the invisible learning inside and outside the classroom.

Young people will be able to display a range of skills that build upon traditional qualifications. As educators and businesses devise their own badges we are expanding the ways in which young people can personalise their learning. Badges act as a digital form of validation that can be shared with educators and future employers.

<http://wearesnook.com/badgemaker>



CommSim - Learn TPM

Learn TPM Ltd is highly experienced in applying technology, particularly serious games and simulations to deliver learning, training and outreach in diverse contexts. CommSim fuses the known ability of immersive simulations, to provide rehearsal of skills in contexts which would be otherwise difficult, expensive or risky to practice in real life, with unique audio analytics to provide valuable objective insights into performance, facilitating reflection, analysis and improvement. We believe this approach is unique and replicable, applicable and scalable across diverse vocational areas, where effective communication, leadership and resilience are important.



Cuppa - Sara Dunn Associates

Cuppa is an online platform delivering highly concise, workplace-specific learning resources to social care staff. Cuppa resources ('sips') will be bite-sized – a skills boost in the time it takes to drink a cup of tea. Cuppa will use mobile channels, exploiting an accelerating 'bring your own device' trend to deliver just-in-time learning to a workforce that is on its feet, pushed for time and not always well-supported. We want Cuppa to catalyse a trend towards mobile learning for care workers, to improve their skills, so they in turn can improve the lives of the people they support.



Digital vocational badges - Sussex Downs College

The project aims is to capture the skills, attitudes and evidence that employers are seeking across several key vocational areas and encode these digital badges using Mozilla's Open Badges platform. These can be awarded to learners that meet the criteria and shared with employers or via social media. It will also capture specific vocational pathways to guide young people to reach their career aspirations by earning a specific set of digital badges.

Overall the project aims to improve the ways we recognise and assess skills in education, provide more relevance to employers and motivate young people to develop and evidence their skills, attitudes and behaviours.

<http://www.sussexdowns.ac.uk/>



Electronics for Everyone - MakerClub

MakerClub is an education technology startup based in Brighton, UK. They use accessible components, 3D printing and an intuitive online platform to bring programming, design and electronic engineering to life with a range of robotics kits aimed at ages 12+. The kits use proprietary browser based technology with mobile, and bespoke hardware to create a seamless learning experience that is tailored to the users individual ability levels. Our UFI project will expand our platform to include an adult learning stream based on the needs of employers and built to up skill thousands with an easy to use solution that combines high quality content with solid pedagogy.

<http://makerclub.org>



ELLI-centric - Vital Partnerships

ELLI is a unique, research-validated learning assessment and development tool based on the Seven Dimensions of Learning as identified at Bristol University. By creating an interactive, user-responsive platform with a suite of innovative animations, we aim to transform ELLI into a cutting-edge, fully-functioning PDP for the thousands of 16-18 year-old vocational learners in the UK who struggle to define their learning goals and motivation. Moreover, we wish to benefit the young people who participate directly in our project as well as providing experience and exposure to the innovative young animators whose brilliant work will bring the ELLI dimensions to life.



Frequency Based Learning Platform - Rapid English Limited

The 'Priorities' project brings a new level of efficiency to vocational education, course material production and course content management, using a revolutionary combination of linguistic know-how, big-data and machine learning. The project improves the flow of information between employers and employees, as well as educators and learners, by changing how all parties relate to the language they use.

Priorities uses real world materials to build bespoke language profiles for subjects, course materials and the learners. Our systems highlight and prioritise language barriers that prevent communication from taking place. Learners focus on what matters to their understanding of their course, and educators adapt to the linguistic needs of their learners.



GroupMOOC - Tamarisk Capital Ltd

GroupMooC is a mobile solution that helps organisations train their staff using free online courses from the world's best universities, e.g. MIT, Harvard, Stanford.

To do this, we aggregate online courses from multiple providers so they're all in one place, including an organisation's own proprietary courses. Learners find the right course using GroupMooC's intelligent search and selection capabilities, including filters based on subject, date, workload and duration. We also allow users to share and assign courses with our intuitive workflows. Supervisors can assign courses to develop skills needed in the organisation and learners can request sponsorship of course certificate costs and time off for studying.



Interactive Instructional Videos for the Land Based Sector – Myerscough College

The aim of this project is to produce easily accessible, interactive instructional videos for that will maximize access to training and develop new methods to promote active learning through the use of technology. An App will be developed to enable learners to access the interactive videos on mobile devices and to personalise their learning experience.

The resources will be aimed at Level 2 learners in Golf Greenkeeping, primarily apprentices learning in the workplace but full time students and other employees will also benefit. The availability of digital learning materials will improve the learner experience and increase independent learning.



I am Enterprising - The Women's Organisation

To create the #I am Enterprising app which is an innovative and scalable product that will build the entrepreneurial capability of adult learners and students with FE, and can be integrated into courses and extra-curricular enterprise activities. The concept of a decision-based 'starting a business game experience will offer a structured entrepreneurial learning opportunity for use within vocational programmes. #I am Enterprising app product is an engaging approach that will connect adult learners in FE and other learning environments to entrepreneurship and to build their entrepreneurial capability.



Job Packs - PlayLingo

'Job Packs' teaches migrant ESL learners essential vocational vocabulary in a mobile social game that is designed to keep users motivated while they learn independently. 'Job Packs' target audience is the almost 1 million UK migrants with little or no English as well as migrants who are proficient in general English but seeking to develop their vocational vocabulary to improve employability. The game will be localised into key UK community languages with learning supported by Playlingo's adaptive learning technology, developed with the support of Innovate UK, and high quality content from Cambridge Dictionaries. www.playlingo.co/blog



Nano Simbox

NanoSimBox - Interactive Scientific

The Nano Simbox is a molecular dynamics platform that has been shown, in early stage trials, to engage a wider range of learners than traditional science teaching. Developed by Interactive Scientific with the aim of making tricky science concepts more accessible, the Nano Simbox is expected to deliver major benefits to vocational learners who are studying chemistry for career purposes, and may not naturally adhere to traditional chemistry teaching methods. This project aims to develop and test content aligned with the Applied Science BTEC alongside users and explore the possibility of delivering on mobile devices for distance/at home learning. <http://nanosimbox.com/>



Target - European Innovation Ltd

TARGET is a full commercial trial of wearable technology (the HoloLens and Epson Movario) in a manufacturing environment. Wearable technology (in this case smart glasses) is a new area which offers significant opportunity. When switched off the glasses can form a standard pair of safety glasses, when switched on the two head up display screens built into the glass can deliver interactive content directly to an individual as they look at a specific machine. Perhaps viewing a 3D digital overlay for a location which shows an operator without adequate protection, a simulated incident could show clearly the dangers of not following policy in a very interactive way.



The Charity series - GivebackUK

[GivebackUK](#) is a not-for-profit organisation creating a FREE online video learning library for the UK's third sector. That's a massive audience of more than 13 million staff and volunteers, typically with little or no budget or resources to develop essential skills.

Supported by funding from [Ufi](#) and the [Charity Learning Consortium](#), we're creating professional, bite-sized video interviews to share work based knowledge and expertise. As well as being popular, research shows that watching this type of video aids learning.

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Voc Qual tracking - Bedford College

This project will tailor a suite of modular extensions for qualification progress tracking and personal learning planning in the Moodle open-source VLE for use by adult and community learning providers. The modules have been developed by Bedford College with funding from JISC to meet the needs of FE colleges. Many ACL providers use Moodle to support teaching and learning. However, the built in qualification tracking tools are not suitable for use with most vocational qualifications. This project will identify the specific needs of the ACL sector and accommodate them within the further development of the Moodle GradeTracker and ePLP.

WEST MIDLANDS FIRE SERVICE

VRPIC - West Midlands Fire Service

The Virtual Reality Personal Incident Command (VRPIC) project aims to improve training, development and assessment of Emergency Response incident commanders who work within the emergency services.

To improve the quality of training and learning through digital advancements, and overall reduce the number of resource required to support the maintenance of our service delivery model in the most effective, efficient and safest way. Using innovative technologies we will measure, evaluate and support ongoing development of emergency incident commanders and provide individuals with bespoke targeted tools to support their development.