

LE@D



**LABORATÓRIO
DE EDUCAÇÃO
A DISTÂNCIA
E ELEARNING**

FCT Fundação
para a Ciência
e a Tecnologia

Financiado por Fundos Nacionais através da FCT – Fundação para a Ciência e a Tecnologia, I.P., no âmbito dos projetos, UIDB/04372/2020 e UIDP/04372/2020



Divulgação do Projeto IDEAS
22 de maio de 2023
Universidade Aberta



Co-funded by the
Erasmus+ Programme
of the European Union

IDEAS-bot

Conferência Convidada
Processos Pedagógicos em eLearning (PPeL)
Mestrado em Pedagogia do eLearning

Professora Doutora Ana Paula Afonso

Professora Doutora Isabel Cristina Carvalho



UNIVERSIDADE
AbERTA
www.uab.pt





IDEAS

Innovative Digital Education and Skills

2020-1-UK01-KA226-VET-094452



- Resposta ao **Plano de Ação para a Educação Digital da UE (2021 - 2027)**, com o objetivo de desenvolver um sistema de ensino digital de alto desempenho dirigido a professores e formadores.
- A rápida mudança tecnológica exige hoje às profissões relacionadas com **ensino e práticas pedagógicas** um **conjunto de competências digitais cada vez mais amplo e sofisticado**.

Parceiros Erasmus+

- Irlanda do Norte (SERC)
- Escócia (FVC)
- Dinamarca (SmartLearning)
- Malta (EmTech-Lab)
- Portugal (UAb/LE@D)
 - José Bidarra
 - Lina Morgado
 - Isabel Carvalho
 - Ana Paula Afonso

Objetivos

Desenvolvimento de competências digitais dos professores através de:

- **Curso de Formação de Professores** (módulos microcredenciados flexíveis e adaptados às necessidades de desenvolvimento profissional)
- Formação contínua apoiada numa **Comunidade de Práticas** online
- **Guia de Boas Práticas do Professor**



Plataforma de e-learning <https://platform.smartlearning.dk/my/>

- Dashboard
- Site home
- Calendar
- Private files
- My courses
- IDEAS The art of presentation
- IDEAS Microsoft teams
- IDEAS Netiquette and E-safety
- IDEAS Digital storytelling
- IDEAS Distance learning and online learning innovation
- IDEAS Planning for learning
- IDEAS 21st Century Skills in learning and teaching
- IDEAS Innovation in teaching and learning
- IDEAS Digital tools for academic writing
- IDEAS Moodle Advanced
- IDEAS E-assessment
- IDEAS Survey tools and polls
- IDEAS Blended Learning Approaches
- IDEAS Accessibility

The screenshot displays the 'COURSE OVERVIEW' page of the SmartLearning platform. It features a grid of 12 course cards, each with a representative image, a title, and a '0% complete' progress indicator. The courses listed are:

- 2023 IDEAS: IDEAS 21st Century Skills in learning and ...
- 2023 IDEAS: IDEAS Accessibility
- 2023 IDEAS: IDEAS Blended Learning Approaches
- 2023 IDEAS: IDEAS Digital Storytelling
- 2023 IDEAS: IDEAS Digital tools for academic writing
- 2023 IDEAS: IDEAS Distance learning and online learning ...
- 2023 IDEAS: IDEAS E-assessment
- 2023 IDEAS: IDEAS Innovation in teaching and learning
- 2023 IDEAS: IDEAS Moodle Advanced
- 2023 IDEAS: IDEAS Netiquette and E-safety
- 2023 IDEAS: IDEAS Planning for learning
- 2023 IDEAS: IDEAS Microsoft teams
- 2023 IDEAS: IDEAS Survey tools and polls
- 2023 IDEAS: IDEAS The art of presentation

Platform SmartLearning

- IDEAS Netiquette and E-safety
 - Participants
 - Badges
 - Competencies
 - Grades
 - Self-assessment Quiz
 - Netiquette
 - Online E-Safety
 - Secure passwords
 - Email Etiquette
 - Social Media
 - Cyber Security
 - Module quiz
 - Extension activities
- Dashboard
- Site home
- Calendar
- Private files
- Content bank
- My courses

IDEAS NETIQUETTE AND E-SAFETY

Dashboard > My courses > IDEAS Netiquette and E-safety

INTRODUCTION

Netiquette & E-Safety

In this module you will develop essential skills you can use to support your online netiquette and e-safety.

Please note this module will take longer to complete than other modules, and each topic has activities that are optional.

Module description

Welcome you to Netiquette & E-Safety. Covid-19 has impacted all our lives, with a major change being the amount of time we spend online as part of an online community. E-Safety is not only about being safe on the internet but also while using all electronic communication devices, while Netiquette is the allowable internet ethics. This module explores the benefits, risks and responsibilities of using information technology and helps identify a range of risks you may encounter and what actions you can take to protect yourself and others.

We hope you enjoy the course.

SELF-ASSESSMENT QUIZ

Self-assessment Quiz

Complete the questions in the self-assessment to identify the areas you should focus on in the Netiquette and e-safety module. You will be signposted to the relevant learning materials.

Self-assessment Netiquette and E-safety Quiz

To do: Receive a grade

NETIQUETTE

IDEAS-Bot

Hoje às 12:24

Hi there!

Get Started

IDEAS-Bot

Hi there!

Get Started

Hello! I'm the IDEAS-bot. How can I help you?

I need technical help I need content-related help

I want to ask a content-related question

IDEAS-Bot

Hi there!

Get Started

Hello! I'm the IDEAS-bot. How can I help you?

I need technical help

What type of technical help do you need?

Access Navigation

IDEAS-Bot

I need content-related help

Which module do you need help with?

Using accessibility features

Blended learning approaches Survey tools and polls

E-assessment Moodle advanced

Digital storytelling Netiquette and esafety

The art of presentation Microsoft Teams

Digital tools for academic writing and reflective practice

Innovation in teaching and learning

Open and distance learning 21st century skills

Planning for learning

IDEAS-Bot

Hi there!

Get Started

Hello! I'm the IDEAS-bot. How can I help you?

I want to ask a content-related question

Ask me!
Are you stuck with the content or have a question related to the material covered in the modules?

Ask me a content-related question here

Alimentar o IDEAS-bot com possíveis perguntas e respostas, circunscritas ao conteúdo dos módulos.

Perguntas delineadas por: Quem, O quê, Quando, Onde e Porquê.

Respostas limitadas a 60 palavras.

No final o utilizador é encaminhado para a secção específica do módulo ou para sítios Web externos, indicados previamente.

Q1: Who might benefit from gamification?

A1: All students benefit from gamification as it gives them control over their learning process and provides them with clear and tangible evidence of progress and achievement. For more info visit <https://platform.smartlearning.dk/course/view.php?id=158#section-4>

Q2: What is gamification?

A2: Gamification is the use of game-design elements and gaming principles in non-game contexts. These include points, badges and leaderboards. For more info visit <https://platform.smartlearning.dk/course/view.php?id=158#section-3>

Q3: When should gamification be used?

A3: Gamification is especially effective when it is used to encourage, engage and motivate students to progress through their learning. For more info visit <https://platform.smartlearning.dk/course/view.php?id=158#section-3>

Q4: Where should gamification be used?

A4: The use of gamification varies depending on the context and specific objectives of the teacher. However, some potential areas include enhancement of students' engagement and motivation, reinforcement of desirable students' behaviour and improvement in students' learning achievement. For more info visit <https://platform.smartlearning.dk/course/view.php?id=158#section-4>

Q5: Why should one use gamification?

A5: Gamification can make learning more interesting and engaging, while enabling students to develop important skills such as problem-solving and critical thinking. For more info visit <https://platform.smartlearning.dk/course/view.php?id=158#section-4>



<https://www.ideas-bot.com/>



Goto the IDEAS Course

Type your question here and hit the 'Ask Me!' button below ...



REFRESH

ASK ME!



Vantagens

- Um modelo de linguagem avançado baseado em inteligência artificial - Open AI
- Centrado no estudante
- Disponibilidade - um assistente virtual sempre disponível para esclarecer dúvidas. Capaz de responder aos alunos em tempo real
- Interatividade - capacidade de gerar respostas, aumentando o envolvimento do aluno
- Experiências de aprendizagem personalizadas - aprendizagem gradual e adaptada; permite aprofundar determinado aspeto de acordo com os interesses do estudante

Desafios

- Ética – necessidade de garantir a proteção de dados e a confidencialidade das interações
- Contextualização das respostas – necessidade de respostas adequadas ao contexto de aprendizagem
- Papel do professor – professor como elemento de ligação e facilitador da construção de significado das aprendizagens



Desafio proposto:

- * Registrar-se na plataforma
- * Fazer o curso IDEAS ou algum dos módulos
- * Interagir com o IDEAS-bot
- * Partilhar a reflexão a propósito do uso deste recurso no desenho de processos pedagógicos



[Nova Conta \(smartlearning.dk\)](https://platform.smartlearning.dk)

<https://platform.smartlearning.dk/login/signup.php?>

LinkedIn: <https://www.linkedin.com/company/ideas4teachers>

Facebook: <https://www.facebook.com/ideas4teach>

Twitter: <https://twitter.com/ideas4teach>



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E ELEARNING

CINQ.
CENTRO DE INVESTIGAÇÃO
EM ARTES E COMUNICAÇÃO
Pólo da Universidade Aberta

 **mpel**
mestrado em
pedagogia do elearning

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ASK US!

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Erasmus+ IDEAS | Chatbot Conferência Convidada em Processos Pedagógicos em eLearning

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