This project is about computers in the classroom and how to exploit them as learning tools rather than seeing them as distracting elements. It is about developing methodologies which will enable teachers and students to use digital media in curriculum delivery and thus enhance learning efficiency.

In this project, teachers and students will enter into dialogue and describe their experiences from the computerized classroom from the two perspectives. Based on these descriptions and exchanges of experience, the teachers and students of the partner institutions will analyze the current use of digital media and develop methodologies that encourage optimal use of digital media in teaching.

Among the partnership, a considerable amount of time is being spent on trying to apply new methodologies in order to meet the challenges of the computerized classroom: To avoid tempting distractions and focus on learning. This project will enable method developers to join forces, exchange ideas and put their development efforts together in a transnational group of devoted and creative colleagues.

The teachers will cooperate with teacher training providers throughout the project, and convey the findings to them. By consulting teacher training scholars, the teachers will be updated on developments in teacher training as far as the use of digital media is concerned. They will disseminate the results of this project among their own colleagues and to institutions that educate tomorrow’s teachers.

This project seeks to meet the objective of the strategic framework for ET 2020 in that it enhances creativity and innovation in education methodologies and involves both students and education providers on different levels.