

# Project Title: An Open Collaborative Media Center for Digital-led Art and Design Creations

## Wider objective:

- To bridge the gap between the innovative learning technology needs and teaching practices in Tunisian universities in the fields of Digital-led Art and Design creations.

### **Specific objectives:**

- To Explore and analysis advanced methods, techniques and digital practices in European Institutes of Art and Design.
- To Formalize a new strategic plan in order to adapt and include the innovative technologies for human computer interaction for Art and Design learning.
- To Develop an Open Collaborative Media Center which offers and shares innovative learning tools for students and academic staff.
- To Build a high calibre network for futur digital expert and creators in Art and Design.

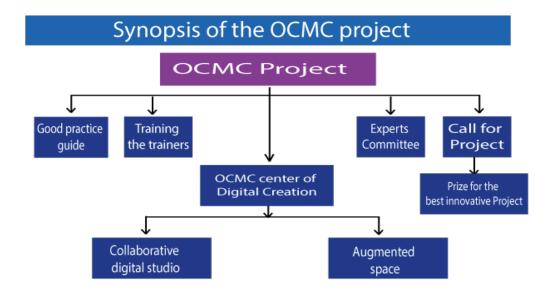
### **Key activities of the project:**

Workpackages	Activities
1. OCMC Model and its institutional and communication strategies  Objective: Elaborate institutional strategies based on the transfer of good digital practices in Art and Design of the partner universities	<ul> <li>1.1.Define a set of common labor standards for Collaborative and extended learning platform in the fields of Art and Design.</li> <li>1.2.Analyze the gap between the good practices required and the state of current learning platform in each partner university.</li> <li>1.3.Develop the necessary tools (a digital Design platform, a collaborative and extended Studio).</li> <li>1.4.Create a team of experts and academics in the fields of (Collaborative learning platform, immersive environment, training the trainers)</li> <li>1.5.Formalize a strategic plan according to the standards predefined by each partner for the creation of "digital creations" centers.</li> </ul>
2. Establishing of the OCMC	2.1. Set up OCMC centers in each partner university.



<ul> <li>cosystem</li> <li>Objective: Setting up OCMC for Digital creations</li> <li>3. Mainstreaming of OCMC centers</li> <li>Objective: To integrate the OCMC program in partner universities for the creation of learning technologists and a IHM based designers</li> <li>4. Quality Plan "Planning, evaluation,."</li> <li>Objective: to describe how quality will be managed throughout the lifecycle of the project, thus the aim is to ensure the high quality of deliverables along with the quality of</li> </ul>	<ul> <li>2.2. Develop a OCMC guidelines.</li> <li>2.3. Training the trainers.</li> <li>2.4. Develop a OCMC community</li> <li>2.5. Create a collaborative learning environment (Digital Studio, Collab-space, LMS).</li> <li>3.1. Develop a coherent training program.</li> <li>3.2. Set up a committee of experts to support innovative learning skills.</li> <li>3.3. Apply IHM based instructional design methods and practice.</li> <li>3.4. Launch a call for projects for the creation of technology-enhanced collaborative learning content development.</li> <li>3.5. Organize a competition for the prize of the best OCMC projects.</li> <li>4.1. Form a board of directors.</li> <li>4.2. Create a quality assurance committee (QAC).</li> <li>4.3. Establish a quality assurance and evaluation plan.</li> <li>4.4. Define a model of perpetual quality control.</li> </ul>
the process itself.  5. Dissemination and plan operating Objective: to define short and long-term dissemination and exploitation strategy Term.  6. Project Management Objective: to reach a good level of coordination and collaboration to achieve project objectives	<ul> <li>5.1. Develop the dissemination and exploitation strategy.</li> <li>5.2. Ensure the dissemination of activities by targeting specific networks (Web 2.0, web ads, Erasmus + platform, information days).</li> <li>5.3. Networking and private public networking for best projects and their implementation.</li> <li>5.4. Create a OCMC website.</li> <li>6.1. Management of work plan activities.</li> <li>6.2. Coordination of work packages between partners and effective communication with EACEA (Education, Audiovisual and Culture Executive Agency).</li> </ul>





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