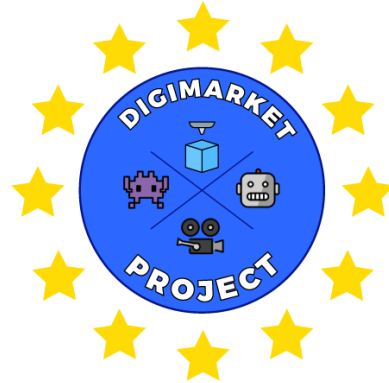


Digimarket project | GitHub ReadMe

Didimarket project



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

Project website: <https://sites.google.com/kidslifeskills.org/digimarket-project-kls/home>

Introduction:

Welcome to our Digimarket project, designed specifically for kids! As the world continues to shift towards digital learning, it is more important than ever to provide high-quality educational resources that are both engaging and accessible. Our platform aims to do just that, offering a fun and interactive way for children to learn and grow from the comfort of their own homes while simulating the in-person classroom experience as much as possible.

With our platform, organizations can collaborate with their all team members, parents and students in a private workspace and modify roles and responsibilities of each member as per their needs. From creating lessons to scheduling and using lesson's content in interactive classrooms, every step can be handled through the platform.

Through a combination of videos, games, quizzes, and other interactive activities, our platform provides a comprehensive educational experience that is tailored to the unique needs and interests of children. We believe that education should be accessible to all, regardless of background or location. That's why our platform is designed to be easily accessible from any device with an internet connection.

Objectives:

1. Providing facility for organizations to setup their own workspace.
2. Providing an interactive and engaging learning experience that is tailored to the needs and interests of kids.
3. Supporting the acquisition of knowledge and information in a fun and engaging way.
4. Enhancing student engagement and motivation through the interactive learning activities.
5. Supporting personalized learning by providing a variety of resources and tools to meet the diverse learning needs of students.
6. Providing teachers with a platform to monitor and assess student progress, and to provide feedback and support as needed.
7. Providing remote classrooms that simulate real classroom experience.
8. Design curriculum with all the supporting material that is required to be included in lessons
9. Managing offered courses of an organization
10. Creating, managing lesson schedules along with generating personal schedule for each user.

Design Principles:

1. User-Centered Design: Digimarket is designed with the needs and preferences of the target audience in mind.

2. Accessibility: The system will be accessible to users of all abilities and should comply with accessibility standards.
3. Consistency: The system will be designed with a consistent interface and navigation to provide a cohesive and user-friendly experience.
4. Simplicity: The system will be designed with a simple and intuitive interface to minimize confusion and cognitive overload.

Methodologies:

1. Agile Development: This system developed using an agile methodology that emphasizes collaboration, flexibility, and rapid iteration.
2. User Testing: This system tested with a group of representative users to identify usability issues and areas for improvement.
3. Iterative Design: The system designed iteratively, with frequent feedback from stakeholders to guide the development process.

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Partners of the programme:

Coordinator:

Abacusan Stúdió Oktatásszervező Nonprofit Kft (Hungary)

Partners in development:

Kids Life Skills asbl (Luxembourg)

ELTE Bárczi Gusztáv Gyógypedagógiai Kar (Hungary)

Stichting Hogeschool Utrecht (Netherlands)

Interonline Cooperacion 2001 (Spain)

M-Around Tanácsadó és Szolgáltató Kft (Hungary)

Giving Hungary Alapítvány (Hungary)





Project Partners



Abacusan Stúdió Oktatásszervező Nonprofit Kft (Hungary)

Abacusan Stúdió is a small size Hungarian enterprise in the field of education.

We focus our activities on STEM education (especially both in the frame of school education and in nonformal education).

We both deal with children and teachers – on afternoon classes, summer camps, competitions, teacher trainings, meetups, conference lectures.

We are the coordinators of Erasmus+ projects in the field of teaching robotics.



Kids Life Skills

'Kids Life Skills' is a non profit organization that aims to develop kids' ages of 4-13 life skills that are important for the 'Z' generation (and all of us) such as Logical thinking, self learning, problem solving, creativity and teamwork. By teaching and empowering their understanding of general concepts, through games and adventure, while focusing on providing the kids with a positive technological experience at an early age.

www.kidslifeskills.org | [Facebook](#) | [linkedin](#) | [Instagram](#) | [YouTube](#)

info@kidslifeskills.org



Obo

We Teach Robotics (Interonline) is a Spanish consultancy with more than 8 years of experience in the creation of Projects based on the Development of Digital Skills through the use of Emerging Technologies in the Educational field.

We work with different kinds of hardware and software through the programming and construction of robots, the design and development of video games, the modeling and 3D printing, the audiovisual production... and we do so within the official schedule and also as extracurricular classes and workshops along the school year.

In this Erasmus+ project we are in charge of the development of content linked, on the one hand, to European culture in the field of 3D design and printing, and, on the other hand, to the history of video games, recreating the best known in a pixel art engine.

www.weteachrobotics.com | [YouTube](#) | [Instagram](#) | [Facebook](#)



Giving Hungary Foundation

Giving Hungary Foundation works in the intersection of internet safety and culture.

We operate an amateur theatrical group – Kód Teátrum – that creates interactive theatrical performances reflecting the topics of safe communication on the internet, different approaches of the life of influencers, social distancing during the pandemic, etc.

We are the coordinator of an Erasmus+ project about topics like online communication and pandemic.



M-Around

M-Around is a learning&development consultancy company operating in the south of Hungary.

We are working with different educational bodies in school education, vocational education and adult learning sector, emphasising the importance of the 21st century skills.

We work with companies in Hungary and in Europe to create and implement development strategies and support them to find funding.

We have expertise in the field of process- and project evaluation, management and organisational development.

More information: www.maround.hu, or info@maround.hu



ELTE - University

Our faculty functions as a center for research in special needs education with regard of Hungary and the Eastern – Central European region. Our multidisciplinary scientific work relies both on the methodology of natural and life sciences (as biology, medicine and psychology) and on the approaches of social and human sciences. Intensive relations are maintained with law and political sciences and technological developments.

The main focuses of our Research and Development and Innovation Strategy are:

- Multidisciplinary experimental research of disabilities and atypical development
- Diagnostic and assistive technological developments
- Disability studies
- Research in the field of human and social sciences with the aim of establishing an inclusive society, examining and supporting the social participation of children with special needs as well as adults with disabilities.

Undergraduate research

Extracurricular voluntary research activities of the students are supported and supervised by leading researchers of the faculty. Students participating in research disseminate their findings at a conference organized by the faculty every year. The best papers are presented at the National Undergraduate Research Conference and in scientific journals.

Our research activities are mentioned in details on the surfaces of the institutes.

More information: <https://www.barczi.elte.hu/en/> Email: mohai.katalin@barczi.elte.hu