**ABSTRACT**

Computer-assisted learning has a great potential in this specific educational context. Hospital patients are restricted in their mobility and can therefore profit from being independent on the time-space coordinates of conventional face-to-face learning. Social interaction and joint learning activities with peers become possible with the help of virtual tools. Lifelong learning for all is a declared policy aim of the European Union and its member states. One group of adults has been denied access to learning, though: Patients who are forced to spend a longer period at hospital due to severe or chronic illness. The potential benefits of learning activities during hospitalisation are undisputable .The basic underlying assumption of the e-Hospital project is that engagement into informal, computer assisted learning activities while at hospital can have a beneficial effect on the emotional and perhaps even physical recovery of hospital patients. Three global educational concepts promoted by the European Union are closely connected to this assumption:

.