

Al Istiqlal Univesrsity Info Day for ICT4EDU project

Event type	Info Day
WP Number	7
WP Leader	AL AZHAR UNIVERSITY
Event date	07/09/2024 and 12/11/2024
Number of Participants	19+12
Total number of pages	18

Project Coordinator

Prof Ahmed Al-Salaymeh,

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1 Event Description

The ICT4EDU Project Training Program is an online event focused on integrating technology into education. It will explore various educational platforms such as Quizizz, Genial.ly, Kahoot, Hey Gen, Articulate Storyline, and Nearpod, with an emphasis on interactive learning tools powered by artificial intelligence. Participants will receive educational video presentations and engage in practical exercises to learn how to apply these tools in the classroom. The event aims to empower educators by providing them with the skills to create engaging and efficient learning environments through technology.

Al-Istiklal University organized an info day for the new training project aimed at teaching staff and students. The event was designed to introduce the training phases, objectives, and how to benefit from the modern educational platforms that will be implemented in the coming period.

The introductory day saw the participation of a large number of faculty members and students who showed great interest in the content of the project. The project aims to enhance the academic education experience by using innovative technology in teaching.

During the event, various phases of the training were presented, which aim to train teachers on how to use digital educational tools. In addition, technical skills were developed among students to enable them to effectively utilize modern educational platforms. Interactive sessions were also held to answer questions and discuss the benefits this training will bring to university education.

At the end of the day, project officials emphasized the importance of continuing with the planned training sessions, ensuring that the university will provide all necessary resources to support this initiative. A follow-up and evaluation plan was also established to ensure the achievement of the desired results.

This project is part of Al-Istiklal University's ongoing efforts to develop the university's educational environment and enhance educational interaction using modern technologies that align with global trends in digital education.

2 Agenda and/or announcement poster

ICT4EDU Project Training Program at Al-Istiklal University: Theoretical Framework Focused on the Integration of Technology in Education and Main Interactive Resources.

Date: 07/09/2024

Time: 17:00 - 20:30

Location: Online: <https://meet.google.com/bym-dttc-sah>

17:00 - 17:10:

- Welcome and Opening of the Training

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- Welcome Speech by Dr. Nayef Jrad, Academic Vice President
- Project Overview by Dr. Amer Shhadeh, Project Coordinator

17:10 - 17:20:

- Introduction to Information Technology and Education
- Role of Artificial Intelligence in Education
- Educational Platforms Using Artificial Intelligence

17:20 - 17:47:

- Introduction to the Educational Platform: Quizizz
- Educational Video Presentation
- Practical Exercise

17:47 - 18:20:

- Introduction to the Educational Platform :Genial.ly
- Educational Video Presentation
- Practical Exercise

18:20 - 18:57:

- Introduction to the Educational Platform :Kahoot
- Educational Video Presentation
- Practical Exercise

18:57 - 19:15:

- Introduction to the Educational Platform :Hey Gen
- Educational Video Presentation
- Practical Exercise

19:15 - 19:25:

- Break

19:25 - 19:56:

- Introduction to the Educational Platform: Articulate Storyline
- Educational Video Presentation
- Practical Exercise

19:56 - 20:28:

- Introduction to the Educational Platform: Nearpod

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- Educational Video Presentation

- Practical Exercise

20:28 - 20:30:

- Closing Remarks and Thanks to Participants

3 Attendance sheet

A) 07/09/2024

1. Basema Shalash
2. Fouzia Marmash
3. Hossam Qaddumi
4. Inas Abu Lubn
5. Islam Daraghmeh
6. Khaled Masoud
7. Khawla Al-Fahad
8. Mohammad Dabbous
9. Mustafa Zaid
10. Amer Shshadeh
11. Qusai Ibrahim
12. Rond Barham
13. Said Adwan
14. Salah Shawamreh
15. Sari Shuqour
16. Shereen Armela
17. Taghreed Abu Hamdeh
18. Mays Odeh
19. Abdel Razzaq Jaloudi

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B) 12/11/2024

1. Amer Shhadeh
2. Qusai Ibrahim
3. Salah Shawamreh
4. Mays Odeh
5. Abdel Razzaq Jaloudi
6. Basema Shalash
7. Hossam Qaddumi
8. Khaled Masoud
9. Khawla Al-Fahad
10. Mohammad Dabbous
11. Mustafa Zaid
12. Razan Mari

4 PPTs for training material

Available at:

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التدريب	موضوعات التدريب
17:10-17:00	<ul style="list-style-type: none"> ترحيب بالمدرسين والضيوف الكرام - د. نايف جراد المحترم نبذة عن المشروع - منسق المشروع د. عامر شاهادة
17:20-17:10	<ul style="list-style-type: none"> مقدمة عن تكنولوجيا المعلومات والتعليم التكامل الاصطناعي وتدوره في العملية التعليمية المصادر التعليمية باستخدام التكاء الاصطناعي
17:47-17:20	<ul style="list-style-type: none"> تعريف المسحة التعليمية Quizizz عرض فيديو تعليمي تطبيق عملي
18:20-17:47	<ul style="list-style-type: none"> تعريف المسحة التعليمية Genially عرض فيديو تعليمي للمسحة تطبيق عملي
18:57-18:20	<ul style="list-style-type: none"> تعريف المسحة التعليمية Kahoot عرض فيديو تعليمي للمسحة تطبيق عملي
19:15-18:57	<ul style="list-style-type: none"> تعريف المسحة التعليمية Hey Gen عرض فيديو تعليمي للمسحة

Dear Vice President, Dr. Naif Jerad,
Through Dr. Amer Shahada, Project Coordinator of ICT4EDU

Greetings,

Subject: Training Program for ICT4EDU Project

I would like to attach the schedule of the training topics that will be covered in the ICT4EDU project sessions as follows:

Time	Topics
17:00-17:10	Welcome and Opening of the Training – Dr. Naif Jerad Project Overview – Project Coordinator Dr. Amer Shahada
17:10-17:20	Introduction to Information Technology and Education Artificial Intelligence and Its Role in the Educational Process

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Educational Platforms Using Artificial Intelligence

17:20-17:47 Introduction to the Educational Platform

Quizizz

Educational Video Presentation

Practical Application

17:47-18:20 Introduction to the Educational Platform

Genial.ly

Educational Video Presentation

Practical Application

18:20-18:57 Introduction to the Educational Platform

Kahoot

Educational Video Presentation

Practical Application

18:57-19:15 Introduction to the Educational Platform

Hey Gen

Educational Video Presentation

Practical Application

19:15-19:25 Break

19:25-19:56 Introduction to the Educational Platform

Articulate Story Line 360

Educational Video Presentation

Practical Application

19:56-20:28 Introduction to the Educational Platform

Nearpod

Educational Video Presentation

20:28-20:30 Thank You to the Trainees

Best regards,

Dr. Anwar Abu Hanoud



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Enhanced ICT skills for
Education: Gamification (Gaming
in education and serious gaming)
-- creating content

Erasmus+ Programme - ICT4EDU Project Number: 101083078

Porto --- Padua

2024

IBRAHIM A SHOLI
AL ISTIQLAL UNIVERSITY



Overview

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Objectives

Learning outcomes

Agenda

Session 1 - Porto training

- ▶ Gaming in education and serious gaming Porto workshop training
- ▶ Covered online 4 days (3 hours/day).
- ▶ Covered in the lab – one day (8 hours/day)

Session 2 - Padua training

- ▶ Gaming in education and serious gaming Padua workshop training
- ▶ Covered in the lab – one day (8 hours/day)

Subjects -Session 1 - Porto training

NO	SUBJECT - PROGRAME	AIM
1	Mobile platform -TRIFLIM.eu food-regulation.eu	A model for the student and teacher ready to deal with an interactive environment, for example, a model for working on a subject on H5P, and then used through the model
2	kahoot.com	Gaming improve world- gaming tool
3	www.yukaichou.com	Game Expert & Behavior Designer
4	https://game.gobeeco.eu	Environmental awareness game
5	h5p.org	Create content and share it on your web site like triflim
6	www.articulate.com	E learning platform- Create content – pdf-Micro learning
7	https://www.duolingo.com/	Gaming too
8	https://app.genially.com/	Gaming –education- Learning content
9	HEYGEN.COM	Educational video creating
10	https://fliphtml5.com/	Online Flipbook Maker with AI
11	https://virtual-campus.eu https://virtual-campus.eu/PLANETCHANGE/	planet change game
12	chatgpt.com - chatsonic.com =	AI TOOL FOR –DIALUGE
13	jeimini.com	AI TOOL FOR -DIALUGE- GOOGLE
14	feyn.ai	GENERATE questions -Create concept and ask
15	https://www.magicschool.ai/	MAKING ACTIVITIES SUCH AS MULTIPLE-CHOICE Q

Session 2 - Padua training

NO	SUBJECT	AIM
1	CANVA.COM	A graphic design platform that provides tools to create social media graphics, presentations, promotional merchandise, and websites.
2	https://scratch.mit.edu	A programming language and online community where you can create your own interactive stories, games, and animations.
3	Audacity	Audio editing and recording app. Powerfully edit, mix and enhance your audio tracks.
4	EDPUZZLE.COM	Easily create beautiful interactive video lessons for your students and integrate them directly into your LMS.
5	APP BOOKCREATOR.COM	It is the simplest and most comprehensive way to create content in the

Session 2 - Padua training

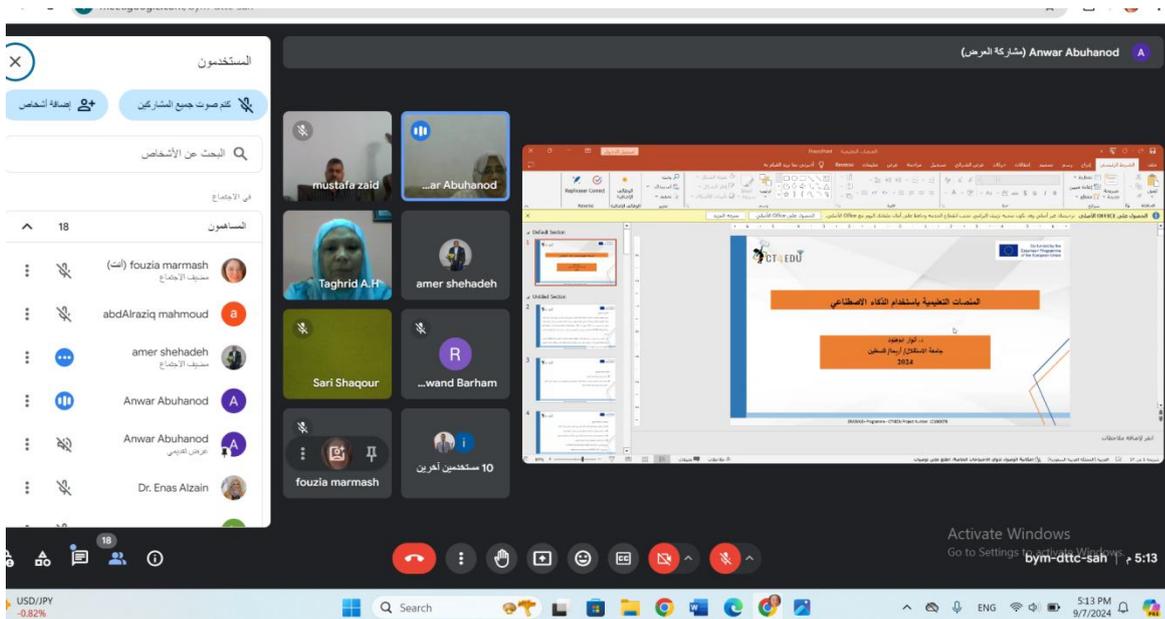
NO	SUBJECT	AIM
1	CANVA.COM	A graphic design platform that provides tools to create social media graphics, presentations, promotional merchandise, and websites.
2	https://scratch.mit.edu	A programming language and online community where you can create your own interactive stories, games, and animations.
3	Audacity	Audio editing and recording app. Powerfully edit, mix and enhance your audio tracks.
4	EDPUZZLE.COM	Easily create beautiful interactive video lessons for your students and integrate them directly into your LMS.
5	APP.BOOKCREATOR.COM	It is the simplest and most comprehensive way to create content in the classroom... for students.
6	SEGUL A PPT.MS/	Microsoft PowerPoint is one of the programs available in the Office package and is intended for presentations.
7	TEAMS	offering workspace chat and video conferencing, file storage, and integration of proprietary and third-party applications and services.
8	https://spike.legoeducation.com/prime/lobby START- UNIT - BUILD/	Educational solutions designed to empower students and teachers, build deeper understanding and engagement,
9	CODING AND ROBOTING KIDS	Beginner's Guide to Robotics and Fun Programming Programming is a basic set of instructions that a robot can read and execute.



GOOD LUCK

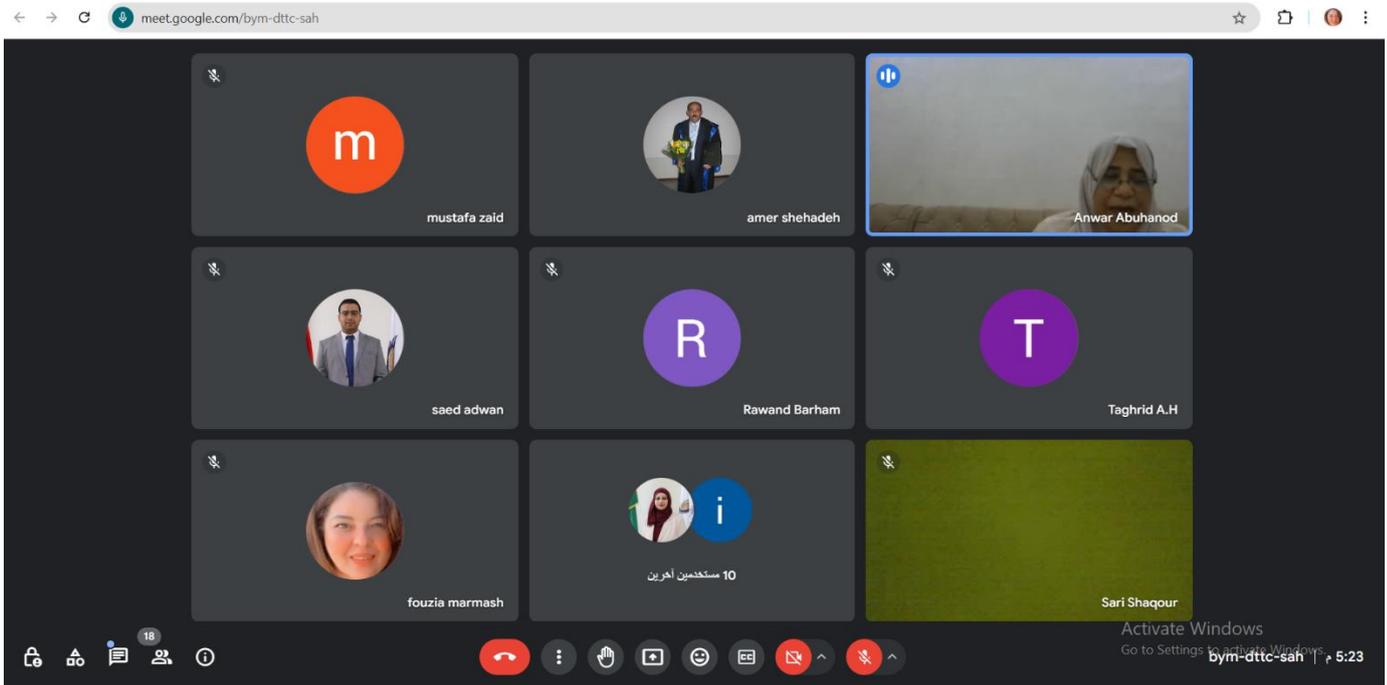
5 Photos and Videos

Full Album Available at:



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