





ERASMUS+ Programme - ICT4EDU Project Number: 101083078

Al-Azhar University 1st in-house training **Advanced Digital Technology for Active Learning**

Event type	In-House Training: Advanced Digital Technologies for Active Learning
WP Number	4
Partner	Al-Azhar University
Event date	24- 7 - 2024
Number of Participants	100
Total number of pages	4

Project Coordinator

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1 Event Description

Al-Azhar University hosted the first in-house training event, Advanced Digital Technology for Active Learning, aimed at enhancing the skills of both students and faculty members in the ever-evolving field of education technology. The training sessions featured insightful presentations on various advanced topics, including:

- E-learning and Blended Learning.
- Artificial Intelligence (AI).
- Virtual Reality (VR) and Augmented Reality (AR).
- Gamification and Serious Games for Learning.

These topics were presented by distinguished professors who recently attended an international workshop in Portugal titled Enhanced ICT Skills for Education: Technologies for Active Learning. The knowledge and techniques gained from this workshop were expertly delivered to the participants at Al-Azhar University.

This training aligns with the ongoing project to enhance faculty members' competencies, further contributing to the university's broader goal of integrating cutting-edge educational technologies into academic practices. By equipping faculty and students with advanced tools for active learning, this initiative demonstrates the university's commitment to fostering innovation and continuous professional development.

2 Agenda and/or announcement poster



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1st in-house training Advanced Digital Technology for Active Learning Al-Azhar University

Торіс	Speaker	
Project Regional Manager Speech	Prof. Mohammed Farag – Director of International Collaboration Office at Al-Azhar University	
E-learning and Blended Learning	Prof. Shaimaa AboZaid – Associate Professor of Kindergarten Education at Al-Azhar University	
Artificial Intelligence (AI)	Prof. Hamdy Zayan – Lecturer of English Curriculum & Instruction at Al-Azhar University	
Break 15 minutes		
Virtual Reality (VR) and Augmented Reality (AR)	Prof. Shaimaa AboZaid – Associate Professor of Kindergarten Education at Al-Azhar University	
Gamification and Serious Games for Learning	Prof. Hamdy Zayan – Lecturer of English Curriculum & Instruction at Al-Azhar University	

3 Attendance sheet

Available at:

https://drive.google.com/file/d/12E7Si1xYSHbfc4KRiVWN8hETvi-DwOjy/view?usp=sharing

4 PPTs for training material

Available at:

https://docs.google.com/presentation/d/10Ur6a3f7rZSoATIobddtr3Ptl0HJNBor/edit?usp=sharing& ouid=117776862681903610943&rtpof=true&sd=true

5 Videos and photos

Available at:

https://drive.google.com/drive/folders/13Tqj2083GWDaZBb2vv3RMwwe1RDWwATj?usp=drive_li nk

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6 Photos









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