



University of Peloponnese

Name of the organisation :	University of Peloponnese	
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Type of organisation:

SME Training School No Profit University NGO Public Authority

Other (Specify)

Fields of action :

SMEs Equal opportunities Youth Schools Universities Unemployed Public Authorities

Other (Specify)

Description of the organisation

The University of Peloponnese established in 2000 and accepted its first students in 2002. According to the Greek Law 4610/19 published on the Official Journal of Greek Government FEK N.70 (7-05-19) the Technological Educational Institute of Peloponnese and the School of Technological Applications of the Technological Educational Institute of Western Greece with the Departures of Special Account for Research Funds, Personnel, Procurement and Property Management Division, Information Systems and Services and the Department of Maintenance, was merged into the University of Peloponnese after 7th May 2019.

The University of Peloponnese central premises are located in Tripolis while schools and departments operate in other 6 cities (Tripolis, Corinth, Nafplion, Sparti, Kalamata and Patra) throughout Peloponnese and Western Greece Region.

Departments that host about 20.000 students are grouped under the Schools of:

- a) Agriculture and Food, based in Kalamata
- b) Administration, based in Kalamata
- c) Health Sciences, based in Tripoli.
- d) Engineering, based in Patras

Experience of the organization in previous European projects

EU Programme	Year	Project Identification or Contract Number	Applicant/Beneficiary Name
ERASMUS +	2019	2019-1-LT01-KA204-060716	MB "HOMO EMINENS"
ERASMUS +	2019	2019-1-UK01-KA203-062146	UNIVERSITY OF THE WEST OF SCOTLAND
ERASMUS +	2019	2019-1-EL01-KA202-062953	UNIVERSITY OF PELOPONNESE
ERASMUS +	2018	2018-1-EL01-KA202-047922	UNIVERSITY OF PELOPONNESE
ERASMUS +	2018	599915-EPP-1-2018-1-NL-EPPJMONETWORK	UNIVERSITY OF AMSTERDAM
ERASMUS +	2018	2018-1-BE02-KA203-046861	UNIVERSITEIT ANTWERPEN
ERASMUS +	2017	2017-1-FR01-KA204-037152	UNIVERSITY OF PELOPONNESE
ERASMUS +	2017	2017-1-IT02-KA201-036780	ISIS MACHIAVELLI
ERASMUS +	2017	2017-1-UK01-KA203-036601	UNIVERSITY OF WEST SCOTLAND
ERASMUS +	2017	573708-EPP-1-2016-1ES-EPPKA2-CBHE-JP	UNIVERSITAT DE BARCELONA

Experience and Expertise of the organization in the project's subject area

In respect to the described project activities, UoP can contribute to the following aspects of the project

- UoP has strong development skills. Based on our technical skills we have previous experience in developing MOOC for several occasions.
- UoP has been involved in the project "Digital Educational Platform, Interactive Books and Learning Object Repository" is a central task of the Ministry of Education for the period 2010-15 under the action axis for Digital Educational Content of the "Digital School". It concerns the design, development and operation of three central web Ministry of Education services for digital educational content of primary and secondary general education: This experience is quite valuable for the development of MOOC

UoP was the lead organisation in the Erasmus+ project named MigCare. The aim of the project is to train immigrants through gamification processes so that they can work in the European care giving sector and as a consequence have an easy integration into the European society. The training that will be done with serious games through the online MigCare Academy will result in increased employability skills and will have a great short-term impact on skills levels of target groups. This gamification experience is quite valuable for the project.

UoP has already participated in previous projects in the same area. Learning Game project is funded by the European Commission in the framework of the Life Long Learning Programme - Comenius Multilateral Projects . The project, promoted and coordinated by Pixel, has the aim to implement e-learning solutions and methods in a teaching and learning context that make full use of the interactive and multimedia solutions, therefore including videogames.

The Art-Net project is funded by the European Commission in the framework of the eLearning programme. The project, promoted and coordinated by Pixel, creates and manages an Internet portal for the sharing and exchange of e-learning based educational material for art teaching and learning.

The Play the Learning Game project is funded by the European Commission in the framework of the Lifelong Learning Programme, Leonardo Da Vinci Sub-Programme, Transfer of Innovation Action. FETE-UGV (ES), representing the Spanish Teachers' Trade Unions is the promoter of the project. Pixel is the coordinator. This European project aims to

improve and transfer the results of the The Learning Game project also financed by the European Commission in the framework of the Socrates Programme that was promoted and coordinated by Pixel. The project objective is to promote the effective use of videogames in education.

The DoWellScience project, funded by the Erasmus+ programme generated a training culture of teaching maths, science and natural sciences in the classroom using digital means. This is a very mature case on our involvement in the school practise.

Moreover UoP has been working in the field of digital education for more than five years. With several in house developed applications in digital education and participation in national activities.

Contributions that can be provided to the project

Up will provide technical services and development activities for the support of the online massive courses of the project.

Moreover acting as a national project contact point, we will work in promoting the results of the project at a national level.

Reasons of involvement in the project

The subject of Dementia is a social issue where members of our organisation have personal and scientific interest. Our involvement will improve our knowledge skills and technical skills within the area of the project.

Contact Person's Experience and Expertise

Spiros Sirmakessis has previous experience in developing new strategies in education and Higher Education Institutes. He was the scientific responsible and the project manager of a national funded project entitled "Open Courses in TEI of Messolongi". In this project new methods for teaching several university curricula have been studied and different approaches have been selected in order to efficient teach different courses in the organization