

Erasmus FETCH - Future Education and Training in Computing: How to support learning ant anytime anywhere (FETCH)

Project ID: 539461-LLP-1-2013-1-BG-ERASMUS-ENW

Project time duration

1.10.2013 - 30.9.2016

Coordinator:

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Contemporary Sciences and Technologies Faculty from South East European University as a part of a network of 67 Universities together wan an Erasmus Project “Future Education and Training in Computing: How to learn anytime anywhere - FETCH”.

The project runs within a network of 67 partner Universities from mainly 35 European and some Balkans countries and represents one of the largest University networks in Europe.

The project is part of ERASMUS Lifelong Learning Programme, with project ID: 539461-LLP-1-2013-1-BG-ERASMUS-ENW.

Faculty of Contemporary Sciences and Technologies a co-leader institution N=P63 is responsible for the WP3 (Work Package 3), entitled “European Strategic Framework for Computing Education and Training 2020”, and also will participate in other WPs. The project was ranked as first best among all projects, and the other 7 projects will also be founded from European commission, in the evaluation process realized from European Commission. The coordinator of the project expressed her high gratitude to the Dean of Faculty Prof.Dr Betim Cico in the name of the CST working group for the quality of work packages that were prepared in the project application phase and were among the most qualitative that were delivered from the network of 73 Universities. The CST Faculty staff members that are working currently on the project application are: Prof. Dr.Betim Çiço, Prof.Dr. Zamir Dika, Assoc. Prof. Dr. Bekim Fetaji, Assistant. Prof. Dr. Lejla Abazi, Assistant Prof. Dr. Azir Aliu, Assistant Prof. Dr. Majlinda Fetaji, Marika Apostolova, MSc, and Assistant Prof. Dr. Halil Snopce.

The projects main project objective is the achievement of intelligent growth and building a knowledge and innovation based computer society through raising the quality of computing education, introducing competence based education, sharing knowledge, discussing methodologies, promoting exchange of experience and good practice between partner universities, institutes and companies.

Main project outcomes and products:

1. ETN FETCH "Future Education and Training in Computing: How to support learning

at anytime anywhere".

2. A set of recommendations for future DCCET 2020.
3. New didactical theories and learning models for using social media in education.
4. Six conferences with co-event workshops in the field of computing.
5. Publications of the results in journals, newspapers, magazines, brochures and web sites.
6. Internal and external evaluation reports.

Impact:

1. The project products will be of benefit for all actors in Computing education like
 - University and national policy-makers in the field of Computing education;
 - University academic staff who are lecturers/trainers in Computing;
 - Bachelor, Master & Doctoral Students;
 - Research institutes and centres in Computing;
 - Companies and SMEs in the field of Computing.
2. The project will change the methodology of training computer specialists, will apply most modern technologies in education, and will promote closer cooperation between universities, research institutes and industry.

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