

Program

18th (Thursday)

09:15 - 09:30

Reception of participants

09:30 – 10:30

Welcome (*Carlos Vaz de Carvalho, Virtual Campus Lda and Jože Rugelj, Univerza v Ljubljani*)

Brief introduction of participants (*All*)

Overview of the project (*Jože Rugelj, Univerza v Ljubljani*)

Objectives, Deliverables, Outputs, Timetable

10:30 – 10:45 Coffee break

10:45 - 12:30

O1 - Methodological Learning Framework (*Jože Rugelj, Univerza v Ljubljani*)

12:30 – Lunch

14:00 - 15:30

O1 - Methodological Learning Framework (*Jože Rugelj, Univerza v Ljubljani*)

15:30 – 15:45 Coffee break

15:45 - 17:30

O2 - Promoting the Development of Programming Skills among Girls through Serious Games (*Olivier Heidmann, Panepistimio Thessalias*)

O3 - Instructional Support Content (*Daniela Tuparova, SOUTH-WEST UNIVERSITY NEOFIT RILSKI*)

19:30 – Meeting for Dinner

09th (Friday)

9:00 - 10:30

Project management (*Jože Rugelj, Univerza v Ljubljani*)

Quality Assurance (*Carlos Vaz de Carvalho, Virtual Campus Lda*)

10:30 – 10:45 Coffee break

10:45 - 12:30

Project dissemination (*Michela Tramonti, EU Track*)

Wrap up the meeting (*Jože Rugelj, Univerza v Ljubljani*)

12:30 – Lunch