

THE SMARTEN PROJECT

Co-funded by the
Erasmus+ Programme
of the European Union



SERIOUS GAMES FOR DIGITAL READINESS OF WATER EDUCATION

Get involved with SMARTEN to help
shape a future of new digital interactions!

www.smartenproject.eu



The logo features the text 'SMARTENproject' in a bold, blue, sans-serif font. Below it, the tagline 'SERIOUS GAMES FOR DIGITAL READINESS OF WATER EDUCATION' is written in a smaller, blue, all-caps font. To the right, there is a small logo for the Erasmus+ Programme of the European Union, which includes the text 'Co-funded by the Erasmus+ Programme of the European Union' and the European Union flag. The background of the top section is a network diagram with pink lines connecting various white and black circles.

SMARTENproject

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Promoting digital adaptation to pandemic impacts on higher education. The SMARTEN project is building digital readiness in water-related higher education and lifelong learning.

Covid lockdowns around the world have necessitated transformations in communication, and this project is working towards more proficient use of digital collaboration tools that can remain key to many sectors, even in a post-pandemic future.

Be SMART(EN) and engage with this collaborative initiative to benefit European students of water-related programs, young water professionals, water educators, and the European community at large.

SMARTEN is strategic partnership of Erasmus+ based on serious gaming models to support digital transition and readiness, with focus on higher education, professional training, and the water sector. The two-year project is centered on smart management of water resources and the water nexus, using augmented collaboration techniques to develop digital skills in training and lifelong learning.

An environment of Equity and Inclusion: SMARTEN supports strategic cooperation between higher education institutions and business partners in the European water sector so they can contribute to more efficient management of limited water resources for more people.

SMARTEN aims to highlight innovative digital practices based on serious games in education, to address present and emerging needs of the water sector. Internationalization is a key element of the project — for building responsiveness, adaptability and flexibility of education, in alignment with the European Skills Agenda.

SMARTEN DEVELOPS

1

6 digital gamified workshops on 3 water-related serious games

2

Guidelines on digital collaboration tools for facilitators

3

ICT tools for learning paths

4

Instruments of augmented collaboration

5

Case-studies for project-based learning

6

Support for training in digital content

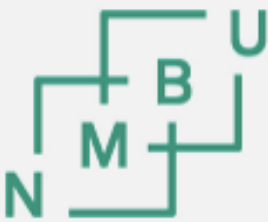
7

Tools for regional stakeholders in serious games

8

Six universal e-learning modules.

SMARTEN PARTNERS



Norwegian University
of Life Sciences

Norwegian University of Life Sciences (NMBU)



H2O People



University of Niš



University of Thessaly



Water Europe