



International Seminar
Bologna and the challenges of
E-learning and Distance Education
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eLearning and the European
Higher Education Area

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Re-thinking education in Europe

The Lisbon challenge: ten years for change

Education and Training 2010: a shared roadmap

Three major objectives:

- Enhancing quality
- Ensuring accessibility
- Opening up to society

eLearning: a key part of the answer



Understanding e-learning

e-learning was defined in the eLearning Action Plan as:

*“the use of new multimedia technologies and the Internet to improve the **quality** of learning by facilitating **access** to resources and services as well as remote **exchanges and collaboration.**”*

And the eLearning programme as an instrument for:

“the improvement of the quality and accessibility of European education and training systems through the effective use of information and communication technologies (ICT)”



Exploring eLearning

Pilot projects

- mENU
- cEVU
- GENIUS
- LIVIUS

- DELOS

Studies and reports

- Tuning
- HECTIC (ODL-LC)
- eLearning HE workshop
- Virtual models for HE study
- EADTU report

The eLearning programme

- **Objective: fast, efficient and good integration of ICT in education and training systems**
- **Action areas:**
 - Promoting digital literacy
 - **Promoting European virtual campuses**
 - Fostering schools twinning in Europe
 - Monitoring and coordination of EU actions
- **Budget: 44 million € for 3 years (2004-2006)**





European virtual campuses: e-Bologna?

Actions in this area will pursue a **better integration of the virtual dimension in Higher Education**. The objective is to encourage the development of new organisational models for providing higher education in Europe (virtual campuses) and for European exchange and sharing schemes (virtual mobility), building on existing European cooperation frameworks (Erasmus programme, **Bologna process**), and providing an "e-learning dimension" to their operational tools (**ECTS, European Masters, quality assurance, mobility**);



European Virtual Campuses Objectives

1. Development of existing instruments

- virtual mobility as a complement and reinforcement for physical mobility (virtual ERASMUS);
- recognition and validation schemes (based on ECTS);
- information and guidance services, and any other synergies between virtual and traditional models.



European Virtual Campuses Objectives

- 2 Transnational virtual campuses:**
- Strategic and sustainable projects
 - Recognition and validation schemes (based on ECTS): new possibilities?
 - Cooperation models for e-learning
 - Large-scale tests of virtual mobility “per se”
 - Development of innovative blended curricula.



European Virtual Campuses Objectives

3 European e-learning models for Higher Education

- models for **cooperation between European HE** institutions (including PPP models);
- development of **learning support services** as well as for training teachers, trainers and other personnel in the pedagogical use of e-learning;
- development of a better **understanding of organisational change** and possible risks associated with implementing e-learning in HE

European Virtual Campuses 2004 priorities

- **Virtual mobility**, as a complement to physical mobility or building upon the specific potential of distance education
- Development of **learning support services** for all those involved in HE
- **Building upon successful ventures** at European, national or regional levels; European partnerships; trans-European deployment strategies



European Virtual Campuses Call for proposals 2004

- 4.950.000 €
- 50 to 80% funding
- 500.000€ average EC funding
(250,000 € to 1,000,000 €)



Looking ahead: an integrated programme in the field of lifelong learning

Four vertical programmes:

- Comenius
- Erasmus
- Grundtvig
- Leonardo da Vinci

The Jean Monnet programme

A transversal programme:

- Policy development
- Observation, data, analysis
- Monitoring progress
- Language learning and linguistic diversity
- **Innovative ICT-based content, services, pedagogies**
- Demonstration and dissemination of results



eLearning in the new LLL programme: the “iceberg model”

- Mainstreaming in all vertical actions
 - Stimulating and steering take-up
- Using the specific line for common issues:
 - Research and theoretical development of e-learning
 - Fostering development of innovative tools and services
 - Addressing technical issues: standards, interoperability, OSS
 - Addressing market issues: IPR, DRM, OSS, PPPs, pricing
 - Fostering research on usage; assessing results
 - Addressing social and cultural issues

eLearning perspectives

A catalyst for change

- Transforming processes
- Breaking down barriers and opening-up access

An enabler for lifelong & lifewide learning

- Giving unprecedented access to learning resources
- Facilitating personal learning pathways

A basic tool of education systems

- Supporting new forms of collaboration
- Answering the needs of the knowledge society

e-learning: a challenge for European Higher Education

- **Enhancing teaching and learning**
 - Developing of new contents, tools and services
 - Providing new services to staff and to students
- **Reaching out to new users**
 - Lifelong learning: a new and dynamic “*market*”
 - Continuing professional development: “*alumni forever*”
- **Connecting with society**
 - Addressing new social needs, skills and competencies
 - Building the knowledge society: new forms of citizenship



e-learning: an opportunity for European Higher Education

- **Building in the European dimension**
 - For all HE institutions and students
 - For all HE stakeholders : education, research, industry
- **Realising the European Higher Education Area**
- **A place for European HE in the global arena**
 - Attracting world talent to Europe (Erasmus Mundus)
 - WSIS (World Summit for Information Society): a world-wide demand for capacity building, for learning



eLearning perspectives

Better and wider e-learning should mean better:

- **Empowerment: people, institutions, companies**
- **Equity: personal, social, geographical**
- **Productivity: personal, social, economic**
- **Creativity: innovation, imagination, change**

Thank you for your attention !



e Learning
Designing Tomorrow's Education

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