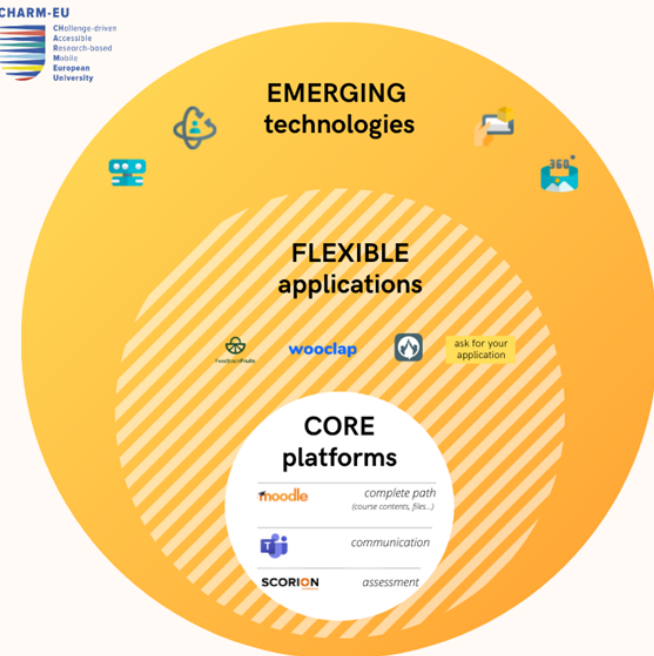


Technology

Technology-enhanced learning means enhancing learning and teaching in higher education through the use of technology. Rather than technology as an isolated component, it is used to improve learning.



At the Core Platforms of the Virtual Learning Environment (VLE) you will find 3 main applications:

- Moodle: This is the learning management system that will be used to organize modules.
- Scorpion: This is the E-portfolio for CHARM-EU that will be used for programmatic assessment.
- Microsoft Teams: This is used for collaboration and video conferencing.

Hybrid classrooms: These are used for interactive teaching and learning methods (see next section).

Most module coordinators might also make use of flexible applications (e.g. Wooclap or Microsoft Whiteboard) or emerging technologies (e.g. games or Virtual Reality) which belong to the VLE layers as well.

Hybrid Classrooms

Each partner university has its own unique Hybrid classroom! By learning in the hybrid classrooms part of the students follow their class on-campus and other students follow this same class in real time online - either from another campus or at home. This way, on-site and remote students engage in education at the same time.

The hybrid classrooms are equipped with a screen and pods so you can easily interact and participate to workgroup activities with your peer students at the other universities!



Where are the hybrid classrooms located? [Find out now on the Hybrid classroom map!](#)

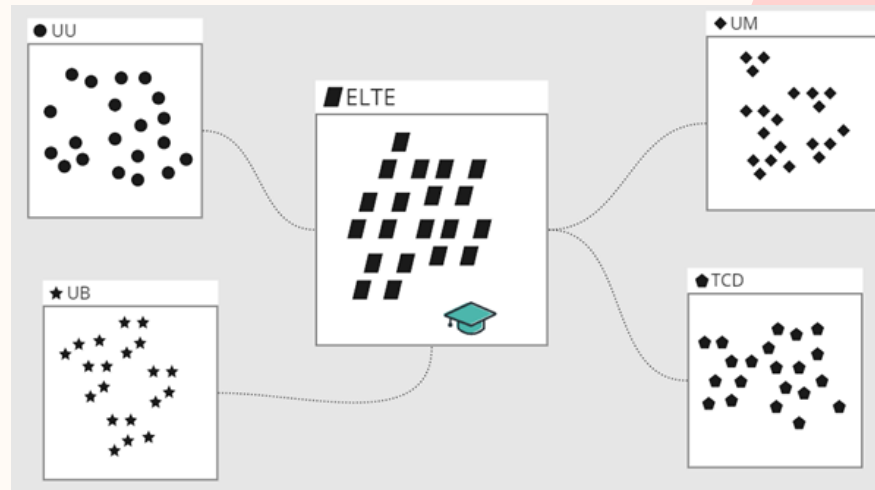
Hybrid Classrooms

CHARM EU activities are organised in two main modalities: in-class and online.

In-class activities

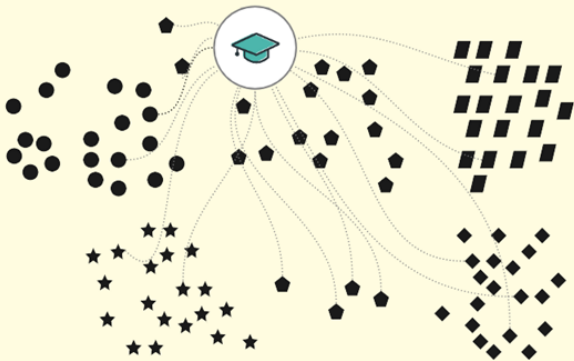
All students are present in the hybrid classroom of the University they are staying at. Hybrid classrooms are connected in between them via Microsoft teams.

If one of CHARM EU hybrid classrooms is not available students of this university will be remotely connected via Microsoft Teams.



Online activities

Students and teaching staff are remotely connected via MS Teams



Student equipment

Students (and teachers) should bring their own devices to the classroom:

- EarPods and microphone
- Personal computer
 - Integrated camera
 - HDMI or USB-C output

A small number of spare devices are available in each hybrid classroom, but it is expected that students should provide their own devices to access the Virtual Learning Environment.

You do need support to buy a device or you have special needs on technology? Please contact your local University student services.

Online collaboration will take place on the Microsoft Teams platform so student devices should, at a minimum, conform to the specification outlined by Microsoft: <https://docs.microsoft.com/en-us/microsoftteams/hardware-requirements-for-the-teams-app>

Please note however that you may wish to conduct some activities in parallel with a live Microsoft Teams session, for example when using one of the flexible applications during a multi-campus activity. We, therefore, recommend that student devices have a minimum of 8GB of RAM, in addition to the minimum requirements for Microsoft Teams.