

BENEFIT FROM THE PROJECT

The InterMedia project enables educators to create engaging multimedia-based training content across multiple devices, enhancing teaching practices, improving learning outcomes, and fostering an interactive learning environment.

Benefit from the project's findings and outcomes!



LICENSES

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Engaging and immersive learning through multimedia.



THE INTERMEDIA PROJECT



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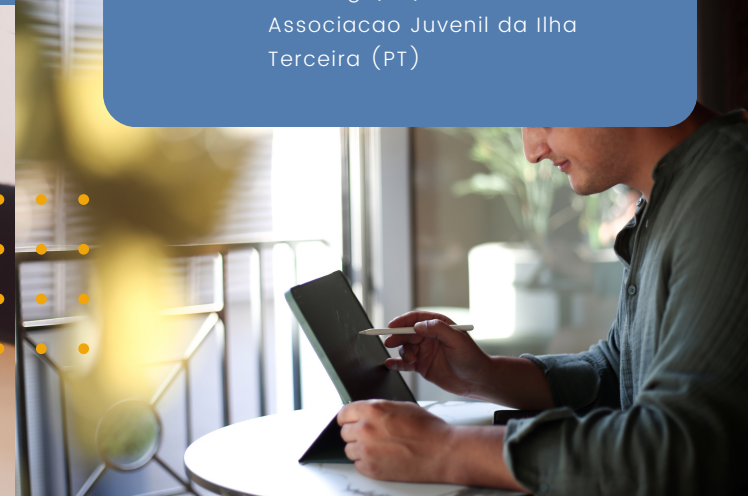
THE POWER OF MULTIMEDIA

Multimedia plays a crucial role in the learning process as it enhances engagement, improves understanding, and promotes retention of information. It combines different forms of media, such as text, images, videos, and audio, to present content dynamically and interactively. By appealing to multiple senses, multimedia helps capture and maintain learners' attention, making the learning experience more enjoyable and effective.

It enables visual and auditory learning, stimulates critical thinking, and facilitates information processing. Overall, multimedia enhances understanding by creating a stimulating, immersive environment that supports active participation and deepens comprehension.

PROJECT OUTCOMES

Proposals for several free-to-use tools to create multimedia-based and interactive content, that can be integrated easily into your learning platform (or can be used as stand-alone solution)



TRAINING IN ADULT EDUCATION

Using multimedia and interactivity in adult education facilitates engagement, promotes active learning, and aids comprehension by appealing to multiple senses, thereby fostering a dynamic and effective learning environment.

MULTIPLE DEVICES IN LEARNING

The problem with "multiple devices" concerns the presentation of multimedia content in the learning process and the correct display on all possible devices. This project results offer an analysis of the problems with different devices.

REPORTS



The "Multiple Device Report"
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The "Multimedia Tools Report"
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The "Implementation Guide"
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PROJECT WEBPAGE



www.intermedia-project.eu



INTERMEDIA PROJECT

Erasmus Project Number
2020-1-AT01-KA204-078005
Implementation of
Interactivity and
multimedia-based content
using Multiple Devices in
Adult Education



PARTNERS

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