

MAS

Museum Affinity Spaces

www.masproject.eu

Collaborate. Learn. Include

Newsletter 3#

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CONNECTIVITY IS KEY

Teaching in the internet era

The MAS project builds on some key learning principles to propose an instructional design with practical implementation and evaluation guidelines, that would integrate the MAS framework to promote ubiquitous multiliteracies learning for CLD students in the context of virtual learning environments (VLEs). It is expected that the elearning market, will double its size by 2022.

As researchers and educators, it is therefore important to be confident in working along these environments and be inspired by the needs of the Generation Z. This age group is defined as those individuals with mid-1990s to early-2000s as starting birth years.

The MAS infrastructure, aims to create the conditions for such connected learning.

CHECK OUT MAS CABINET



A Virtual learning environment to create and play with

Virtual museums are considered an appropriate approach to transfer the developed learning framework into practice, as they are perceived as a multidisciplinary research field which is often linked with Technology Enhanced Learning (TEL). Within the MAS project, the intention is to enable collaborative, multi-user engagement in a loosely structured virtual museum environment that allows for multimodal engagement and learning.

MAS CABINET



Use the virtual museum environment developed, to explore learning potential of your students.

Prepare and implement lesson plans based on curriculum and classroom level.

Personalise the environment to accommodate for your students' needs.

RE-IMAGINING MUSEUM-SCHOOL PARTNERSHIPS

"This project has received funding from The Research Promotion Foundation Programmes for Research, Technological Development and Innovation "RESTART 2016 – 2020", DIDAKTOR (POST DOCTORAL RESEARCHERS) under grant agreement POST-DOC/0916/0248."

NETWORK VIA THE MAS PORTAL



Your gateway to collaboration and learning

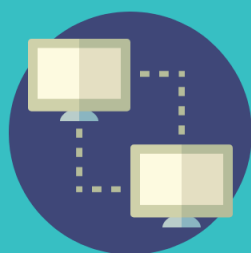
The MAS Portal is a strategic partnership finder tool, which allows for online networking between museum educators, schoolteachers and students.

The tool enables museum-school collaborations with dedicated learning spaces and portfolio of partnerships' progress. The latter increases visibility and attraction of the museums, and provides unique opportunities for stimulating dialogue and meaningful synergies without physical boundaries.

Steps to use the Partnership Finder:

1. Create a profile
2. Fill in the details of your organisation.
3. Search for partners using the filters available.
4. Network and collaborate.

MAS PORTAL



The Goal = Connect with museum and school professionals from around the world



You can create collaborations and bring culturally relevant, museum learning experiences to your classroom

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