

NEWSLETTER

D-TEACH: DIGITAL TEACHING TOOLS

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Introduction

The D-TEACH project aims to enhance trainers' skills in utilizing digital educational tools to foster interactive and meaningful learning experiences. To identify the most effective applications, focus groups were held in Spain, Italy, and Bulgaria, gathering practical insights from a total of 15 experienced trainers. These discussions serve to refine the project's approach and inform the development of an Experiential Learning Guide featuring the six most impactful educational applications. The applications shall serve the following educational purposes:

1. Create Questionnaires/Evaluation
2. Augmented Reality
3. Content Creation (infographics, presentation)
4. Creation of concept maps
5. Video creation
6. Gamification

First Face-to-face Transnational Meeting in Sofia, Bulgaria

Hosted By Balkan Bridge

Amazing teams doing amazing jobs!

On 15th of October 2024, the partnership had the opportunity to meet in person for the first time after the Online Kick-off meeting in the very beginning of the project. The meeting was held in Sofia, Bulgaria - hosted by the Project Coordinator, Balkan Bridge. Representatives of the partner organisations had discussion on the progress of the project, forthcoming tasks and the logistics of the Learning Teaching Training Activity to be introduced in October 2025.



First Face-to-face Transnational Meeting in Sofia, Bulgaria

Project activities status

ACTIVITY NUMBER

The D-TEACH focus groups across Spain, Italy, and Bulgaria highlighted a strong preference for tools that are accessible, user-friendly, and versatile in fostering engaging learning environments. Applications such as Canva, Genially, Multimeter, and Kahoot emerged as core resources across all groups, valued for their ability to adapt to various educational needs and enhance student interaction. This alignment across countries reinforces these tools as foundational choices for the Experiential Learning Guide. Additionally, trainers showed enthusiasm for integrating AI tools like ChatGPT and Gemini, seeing their potential to simplify content creation and add a dynamic element to teaching.

The consistent call for AI integration across all groups suggests that these tools will play a critical role in the future of digital education by helping trainers create engaging and interactive content.

WHAT HAS BEEN DONE?

- **COMPLETING A SURVEY WITH 150 TRAINERS ACROSS ITALY, SPAIN AND BULGARIA**
- **CONDUCTING 3 FOCUS GROUPS WITH 15 EXPERIENCED TRAINERS**





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