



# CHAT2LEARN

## Chatbot technologies for digital entrepreneurship education and adult learners

*Project n. 2020-1-CY01-KA204-065974*

*IO1: Developing a chatbot learning environment in the field of digital  
entrepreneurship*

*1.1. Collecting best practices and tools on Technology Enhanced Learning and  
creation of a resource library on topic*

PREPARED BY





<b>Title</b> <i>Botter - Enhancing Digital Learning</i>	
<b>Date/Period</b> 2017	<b>Authors</b> UOC (Universitat Oberta de Catalunya) Anna Torres Garrote
<b>Partner</b> DOMSPAIN	

Element	Guiding question
<b>Type of practice</b>	<i>Technological prototype based on the internet of things that aims to improve the distance learning process by accompanying the student at all times.</i>
<b>Publisher (optional)</b>	<i><a href="https://www.uoc.edu/portal/en/news/actualitat/2017/259-prototype.html">https://www.uoc.edu/portal/en/news/actualitat/2017/259-prototype.html</a></i>
<b>Target audience</b>	<i>University online students</i>
<b>Objective/Aim</b>	<i>Offer learners a personalised plan and technological tools and communication channels capable of arousing and sustaining their interest and motivation over time, thanks to gamification and improved student support</i>
<b>Location/Geographical coverage</b>	<i>Catalonia</i>
<b>Description</b>	<i>A robot prototype based on the Internet of Things. The idea is to enhance the online learning process by providing students with guidance at all times. Botter is a physical robot, can interact in various ways (for example by means of sound, light or movement) and has access to data on how the student is progressing.  The robot emits vibrations, noises and words of encouragement. The prototype is also capable of expressing</i>



	<i>disappointment if it detects that the student isn't making sufficient progress on their personal learning plan.</i>
<b>Methodological approach</b>	<i>Need analysis: a new means of closer, more personalized and more effective communication with students, because instead of a screen it uses objects we have closer contact with.</i>
<b>Finance</b>	<i>The project has counted on the participation of the eLearn Center and Seidor, a multinational consultancy specialised in technological services and solutions.</i>
<b>Constraints (optional)</b>	
<b>Outcomes</b>	NO
<b>Replicability and/or up-scaling</b>	<i>I see this project as more applicable with children as it works on emotional education and more personal feedback.</i>
<b>Further considerations</b>	<i>The project is a prototype from 2017 and there is no further information.</i>