

An innovative software platform for big data learning and gaming analytics for an user-centric adaptation of technology enhanced learning (APTITUDE)

Иновативна софтуерна платформа за анализи на големи масиви от учебни и игрови данни за ориентирана към
потребителя адаптация на технологично подпомогнато обучение (APTITUDE)

Contract №: КП-06-ОПР/1 от 13.12.2018

Place: University of Niš
Nis, Serbia
03-09.02.2019



Program (03-09.02.2019), Nis

- Day 1 (Monday) – visit rectorate University of Nis; (done)
- Day 2 – visit faculty of applied science and informatics
 - Meet leaders of the three groups in informatics (names)
 - Meet dean of the faculty – prof. (to check business card) – number of students – 2500 in faculty;
 - Meet other colleagues and ‘pro-deans’; number of students in faculty – 45 bsc, master? (two master programs);
 - Discuss bsc and master-degree programs; structure and standards (web site)
- Day 3 - faculty of applied science and informatics
 - Meet competitor team – coach and students;
 - Discuss collaboration and competition organizations
- Day 4 – city exploration
- Day 5: Project collaboration

Projects and initiatives

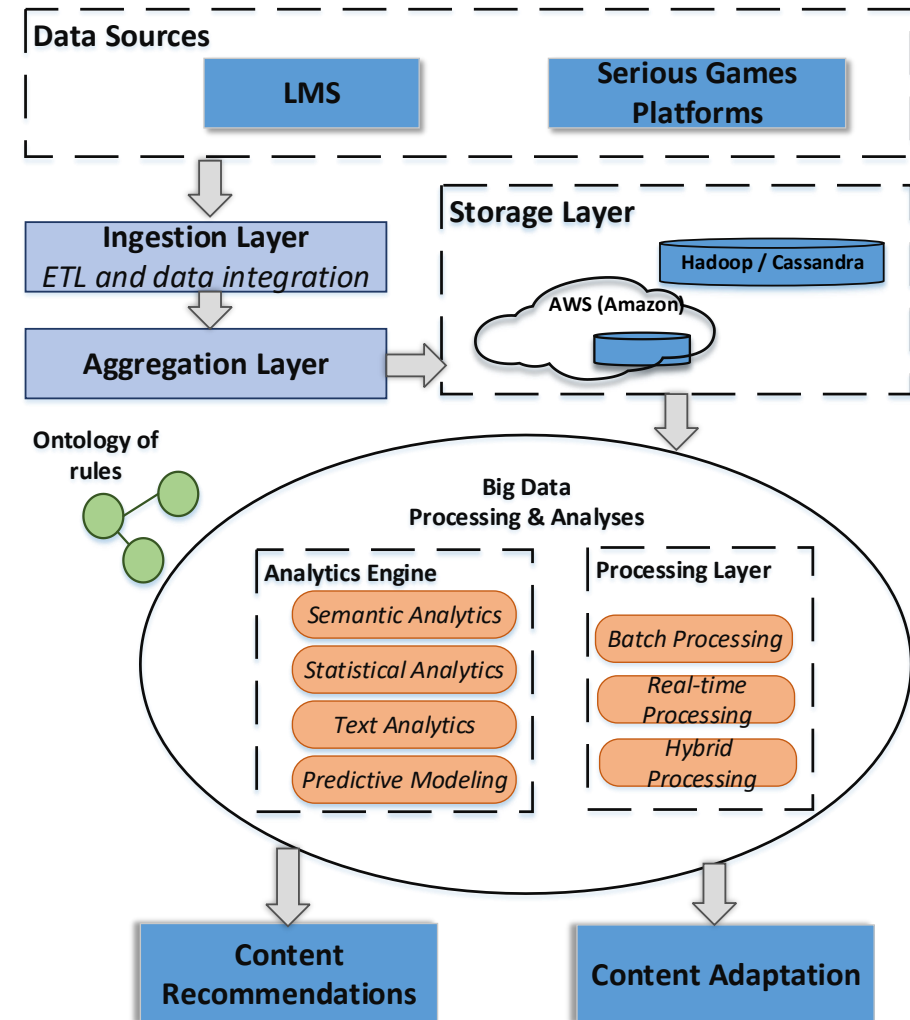
- APTITUDE project (<http://aptitude.w3c.fmi.uni-sofia.bg>)
 - APOGEE project
 - National programs in Bulgaria (Collaboration)
 - Centre (Centers) of excellence / BigData projects?
 - Masters programs/courses (*education*)
 - Competitions / Hackatons
 - Conferences (Balkan conferences 2019, other)
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General Information

- Competition: Competition for financial support of basic research projects on societal challenges – 2018
- Societal challenge to which the project is directed: Improving competitiveness and increasing economic growth in line with the ISSS thematic areas
- Основна научна област/тематично направлениеMain research/thematic area, of the project: Mathematical sciences and informatics
- Additional research/thematic area – for interdisciplinary projects: Social studies; Humanities
- Duration: 12.2018 – 12.2021 (3 years)
- Project coordinator: assoc. prof. d-r Milen Petrov, Sofia University, Faculty of Mathematics and Informatics, Department of Software Engineering

General Project overview

- To create and validate an open software platform for real time learning and gaming analytics of big data produced by modern e-learning platforms and educational games, for a learner-centric adaptation of technology enhanced learning (APTITUDE).



Discussion

- Open issues – participant Faculty members of Faculty of Natural Sciences
- Contacts milenp @ fmi.uni-sofia.bg