training teachers in the educational uses of virtual worlds
ARE YOU INTERESTED IN TEACHING IN VIRTUAL WORLDS BUT DON’T KNOW WHERE TO START?
DO YOU WANT TO FOSTER MOTIVATION AND PARTICIPATION AMONG YOUR PUPILS BY USING THE LATEST 3D TECHNOLOGIES?

Join the European Programme MUVEnation and explore the potential of multi-user virtual environments for designing active learning experiences for your classes.

Engage with a community of teachers from 6 countries across Europe including Belgium, France, Germany, Italy, Spain and the United Kingdom.

Cooperate with other teachers like you!

Think together about education, rethink the use of technology, share good practices, exchange expertise and build solutions that address your educational challenges.

“Teaching and Learning with MUVEs” is a distance one year postgraduate programme for future and in-service teachers who want to use innovative methods and tools to address students motivation and participation issues in compulsory education.

The programme also welcomes teaching practitioners working in other educational sectors/levels.

MUVEnation will help teachers acquire the necessary competencies to integrate MUVEs into their teaching practice by exploring the links between virtual worlds, learning and motivation, and active learning.

Applications are now open
The programme starts in November 2008. Register by going to http://muvenation.org/participate/ and contact the institutional representative in your country for further details.

MUVEnation is hosted by

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THE PROJECT

MUVEnation is a European project co-funded by the European Commission, in the field of the Lifelong Learning Programme. Based on the potential and opportunities afforded by active learning approaches, combined with MUVEs as effective solutions to inspire and engage learners and foster motivation, MUVEnation aims to explore, analyse, develop and evaluate, within context, the effectiveness of this innovative way of teaching and learning. For this purpose, we are launching this Peer Learning Programme for 80 teachers, from 6 countries, in Europe: active learning with multi-users virtual environments to increase pupils’ motivation and participation in education. By doing so, MUVEnation seeks to encourage the development of teachers’ metacognition strategies, problem solving, critical thinking and professional judgement so they will get used to making decisions about which technology to use for which students, how to do it, and how to judge the effectiveness of its use.