

Kaunas University of Technology

Name of the organisation :	Kauno technologijos universitetas (Kaunas University of Technology)	
Address:	K. Donelaičio 73, Kaunas, LT-44249, Lithuania (KTU Central office) Studentų 50, Kaunas (Faculty of Informatics)	
Tel:	+370 37 30 03 50 (Secretary of the Faculty of Informatics)	
Fax:	+370 (37) 324 144	
Web site:	www.ktu.edu https://if.ktu.edu/ (Faculty of Informatics)	

Name of the contact person:	Vida Drąsutė	
Function:	Project manager	
Address:	K. Baršausko 59-A332, Kaunas, LT-51423, Lithuania (Contact address for postal communication)	
Tel:	+370 616 50453	
E-mail:	vida.drasute@ktu.lt	

Name of the contact person :	Neringa Kelpšaitė	
Function:	Academic assistant	
Address:	K. Baršausko 59-A332	
Tel:	+370 684 22776	
E-mail:	neringa.kelpsaite@ktu.lt	

Type of organisation:

SME School University Public Authority
 Training No Profit NGO

Other (Specify)

Fields of action :

SMEs Youth Universities Public Authorities
 Equal opportunities Schools Unemployed

Description of the organisation

Kaunas University of Technology (KTU) – the largest technical university in Lithuania, known for its linkages with business, leadership in scientific research, flexible interdisciplinary study programs. KTU is situated in Kaunas, the second largest city of Lithuania, which is a significant centre of industry, transport, science and culture.

KTU Mission is to provide a research-based studies of international level, to create and to transfer knowledge and innovative technologies for sustainable development and innovative growth of the country, to provide an open creative environment that inspires leaders and talented individuals.

There are 9 faculties in KTU, including the Faculty of Informatics. Faculty of Informatics in KTU (KTU IF) has all possibilities to develop studies processes and their quality and accessibility, e-Learning and strong, well developed infrastructure for studies.

The University successfully implements European education programmes and closely collaborates with Lithuanian and foreign industry. University scientists carry out 70 per cent of country's higher education researches for business. Strategic priorities of KTU activities: talented and motivated students, teachers and researchers, a critical mass of world-class teachers, researchers and foreign students, unity of studies and science, close contact with business and industry, interdisciplinary and trans-domain research and studies, international recognition in advanced knowledge and future technologies development and transfer, participation in global knowledge networks, quality of activities and efficient management, inspiring and friendly environment, dissemination of knowledge and values among the society.

Experience of the organization in previous European projects

Our scientists actively participate in different national and international programs, projects, researches, conferences while producing different outputs and presenting publications. We develop more than 15 projects per year in the Faculty of Informatics which involves different departments.

Some of KTU strategic priorities, which meet the project aims are: a considerable number of world-class teachers, researchers and international students; unity of studies and science; interdisciplinary and trans-domain research and studies; international recognition in advanced knowledge and future technologies development and transfer; inspiring and friendly environment; dissemination of knowledge and values in the society and others.

The members of the team, who takes care of project activities participated in previous Erasmus+ KA2 project E-learning From nature: The E-Learning From Nature project proposed innovative teaching methodologies to science teachers, enhancing a proactive approach from the students towards the learning of scientific subjects. The students were invited to learn science through nature, relying on a collection of material (information sheets, photos, videos and drawings available in digital format, and also e-lessons) about the flora, the fauna, the natural elements and any other human intervention of scientific interest of a specific environmental area. The connection between the natural elements with school scientific curricular activities and the related basic skills to be acquired was a concern at every step.

Experience and Expertise of the organization in the project's subject area

One of main research areas in the Faculty of Informatics is e. learning technology creation and efficient applications development, studies improvement processes. Also personnel participates in Studies programs quality evaluation, administration and management. Researchers and academic personnel does research in gamification for teaching process, develops videogames for teaching, works in 3D, augmented reality projects.

One of aims in the University, as well in the faculty is to involve students and teachers from different educational institutions into projects development, analysis stage, as well as in dissemination, valorisation and exploitation processes.

Our scientists actively participate in different national and international programs, projects, researches, conferences while producing different outputs and presenting publications. We develop more than 10 different projects per year in the Faculty of Informatics which involves different departments. Some of KTU strategic priorities, which meet the project aims are: a considerable number of world-class teachers, researchers and international students; unity of studies and science; interdisciplinary and domain research and studies; international recognition in advanced knowledge and future technologies development and transfer; inspiring and friendly environment; dissemination of knowledge and values in the society and others.

One of main research areas in the Faculty of Informatics is e. learning technology creation and efficient applications development, studies improvement processes. Also personnel participates in Studies programs quality evaluation, administration and management. Researchers and academic personnel does research in gamification for teaching process, develops videogames for teaching, works in 3D, augmented reality projects.

Employees which collaborate in MathE project are from 2 faculties (Faculty of Informatics, Faculty of Mathematics and Natural Sciences) including 3 departments in IF: Dean's office (for management), Software Engineering Department, Department of Applied Informatics. Researchers develop streamline scientific research and implementation activities in the area of information and communication technologies, videogames, assessment of studies modules, e-testing platforms, researches, improvements of study processes and blending them with business challenges. One of aims in the University, as well in the faculties, which takes part in MathE project, is to involve students and teachers from different educational institutions into projects development, analysis stage, as well as in dissemination, valorisation and exploitation processes.

Contributions that can be provided to the project

- Local administration of the project activities and finances ensuring correct management, as well fluent collaboration with project coordinating and managing institutions.
- Involvement of associated partners/beneficiaries and other needed institutions of the project and ensuring collaboration with them.
- Participating in research in project area
- Producing needed reports
- Participating in project dissemination, evaluation, quality ensuring activities
- Developing project results

Reasons of involvement in the project

We seek for lecturer's/teachers' information technology skills and knowledge improvement programs. Various European Union funding programs are employed to upgrade teaching facilities and equipment, one of this we expect is MathE project.

We also seek to share our practise and experience with other European institutions.

During the project development years we seek to contribute to Lithuanian national educational priorities, such as:

Lithuania's priorities in the field of education: long-term objectives, direction of changes in the content of curricula and financing priorities are set out in the State Education Strategy 2013–2022:

- Establishment of educational community, where professional teachers and lecturers are reflective, constantly developing and work in a highly effectively manner;
- To develop an educational culture driven by data analysis and selfevaluation, that in turn will ensure effective interaction among stakeholders in education;
- To ensure that learners (pupils, students and young people in general) have the best opportunities to realise their individual potential in full. By ensuring accessibility and long duration of education and equal possibilities to all learners, by providing the effective pedagogical and psychological aid to pupils who experience learning difficulties;
- To establish a system of incentives and equal conditions of lifelong learning opportunities. A system that gives effective aid in choosing a career path or to combine one's choice with the labour market needs.

As well we seek the innovation, proposed by MathE - Improve Math Skills in Higher Education project as MathE project concentrates on the promotion of the acquisition of Math skills using ICT tools for students and lecturers and other target groups. The need to support and encourage lecturers in using learning technologies in an advanced way in their teaching and to increase digital media literacy is proven. The innovative idea of MathE is the offer, as output, of structured access to a variety of TEL-methods and TEL-resources in such a way that teachers can effectively find different TEL models, solutions, pedagogical theories and best practice in their classroom. The development of an e-resource kit, where scientific concepts are integrated and validated by lecturers and researchers, will represent a considerable step in mathematics teaching / learning.

These innovative resources will be suitable and freely available for partner institutions and also for other universities and educational organizations.

After the creation of the final results based on international collaboration, best practices and expertise institutions in Lithuania will have possibility to use in our educational workspace.

Lessons will be more attractive and improved.

As well for specialists, researchers, students benefit will feel on rising qualification (to teach and train students on these modernized courses), students will be qualified and trained at the European level standard for technicians, they will have more possibilities to find better job, will have better skills.

Contact Person's Experience and Expertise

Vida Drasutė is projects manager in KTU IF Dean's office and is experienced in formal and non-formal education improvement and development analysis of educational possibilities, quality, adaptation of different methodologies in various education levels, development of critical thinking, e-learning and tools for e-learning encouragement in educational institutions, organization of courses, collaboration with different educational institutions. She is a board member of Lithuanian Distance and eLearning Association and evaluator of e. learning programs provided by different institutions. She has long lasting experience in projects coordination while she has managed and coordinated more than 30 projects in different areas on national and international levels. Her main duties are management, research and analysis work. She is also responsible for projects' and events' dissemination and public relations.

Neringa Kelpšaitė is academic assistant and is experienced in European and national projects administration and cooperation with educational and business institutions (organizer of some European projects in Youth area), providing courses for youths in cultural development, creativity-based topics, testing of e. learning platforms, organizing different courses, competitions, moderating events, seminars, conferences; is responsible for collaboration and communication with different organizations, projects' and events' dissemination, public relations. As well she worked as researcher in international projects, in the fields such as learning improvement, e-learning, work based learning.