

# EU HORIZON 2020 Project **newton**

Networked labs for training in sciences and technologies



## Academia

**Dublin City University** - Coordinator  
www.eeng.dcu.ie/~pel/newton.html

**Brunel University**  
www.brunel.ac.uk

**National College of Ireland**  
www.ncirl.ie

**San Pablo – CEU University Madrid**  
www.uspceu.com

**Slovak University of Technology**  
www.stuba.sk

**University of Bucharest**  
www.fpse.unibuc.ro

## Industry

**Adaptemy**  
www.adaptemy.com

**ATOS IT Solutions**  
www.sk.atos.net

**ATOS Research and Innovation**  
www.atos.net

**Beyond**  
www.beyondtech.it

**KYBERTEC**  
www.kybertec.com

**QUI! Group**  
www.quigroup.it

**SIVCO Romania S.A.**  
www.sivco.ro

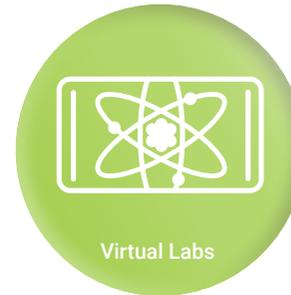
**White Loop Limited**  
www.whiteloop.com

## Keep in Touch

**Gabriel-Miro Muntean** - Project Coordinator  
gabriel.muntean@dcu.ie

**Diana Bogusevschi** - Manager  
diana.bogusevschi@dcu.ie

**Joan Kelly** - Administrator  
joan.kelly@dcu.ie



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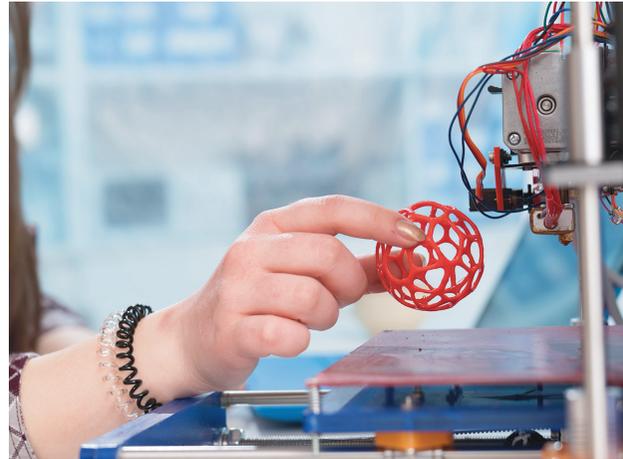
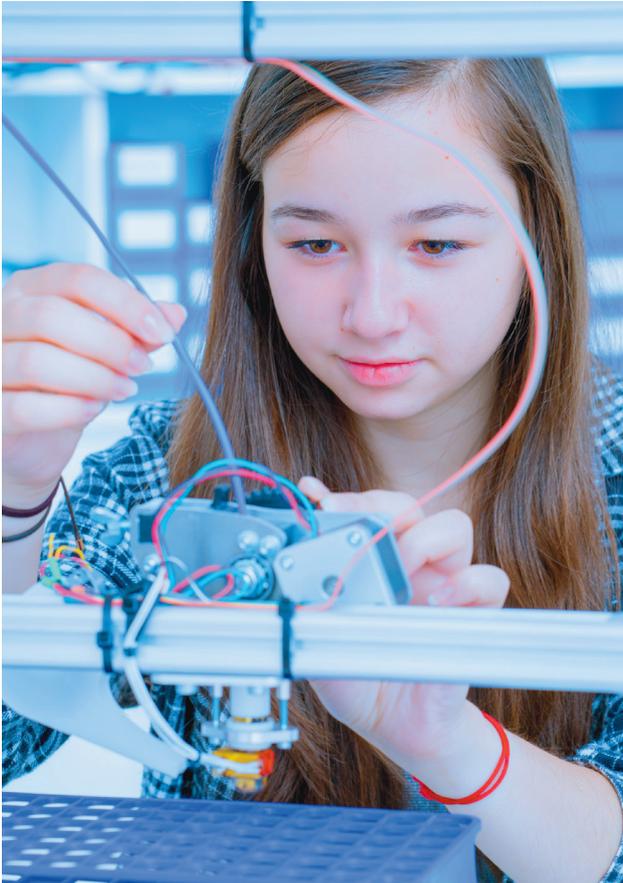
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[www.newtonproject.eu](http://www.newtonproject.eu)

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## Our Vision

NEWTON is developing, integrating and disseminating innovative technology-enhanced learning (TEL) methods and tools, to create or inter-connect existing state-of-the-art teaching labs and to build a Pan-European learning network platform that supports fast dissemination of learning content to a wide audience in a ubiquitous manner. NEWTON focuses on employing novel technologies in order to enhance the learning experience, improve the learning process and increase learning outcomes.



## Our Approach

We focus on new forms of education based on VR/AR with online access to education materials. One of the key approaches is employing the student-centric learning model which allows the education of all age groups tailored exactly to their own pace and experience.

The whole education process is intertwined with gamification-enabled activities which boost engagement and improve motivation. Study materials are available remotely and adjusted for any end user device. This includes access to fabrication labs which form the connection between the virtual and physical world.

## Project Goals

Develop and deploy a set of new technology-enhanced learning (TEL) mechanisms involving **multi-modal and multisensorial media distribution**.

Develop, integrate, deploy and disseminate state of the art technology-enhanced teaching methodologies including **augmented reality, gamification and self-directed learning** addressed to users from **secondary and vocational schools, third level and further education**, including **students with physical disabilities**.

Build a **large platform** that links all stakeholders in education, enables content reuse, supports generation of new content, increases content exchange in diverse forms, develops and disseminates new teaching scenarios, and encourages new innovative businesses.

Perform **personalisation and adaptation** for content delivery and presentation in order to enhance the learning experience and to improve the learning process.

Validate the platform impact and the effectiveness of the teaching scenarios in terms of user satisfaction, improvement of the learning and teaching experience, and the underlying technology through **European-wide, real-life pilots**.