

## Project Overview: ambient Learning

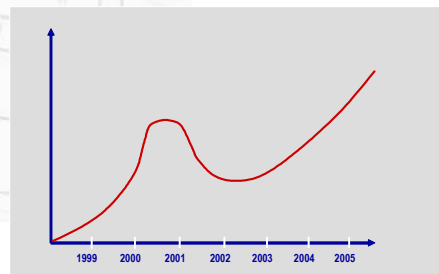
### Ambient, Multimodal and Context-Sensitive Lifelong Learning

Dr. Bernhard Kölmel

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## Gartners „Hype Curve“ for e-learning

- ▷ A survey commissioned by the European Directorate General Education and Culture, called "Lifelong learning: a citizen's view" identified the main obstacles to lifelong learning: time and money.
- ▷ "Although European citizens recognise the personal and social benefits of learning, they underline that lack of time due to job and family commitments is an important obstacle. [...] This suggests that implementing lifelong learning effectively must find ways to enable people to combine activities in ways that suit them practically and personally".



## Starting point



- ▷ **Main barriers for successful take-up and deployment of eLearning are:**
  - ▷ Fear of miss-investment due to lack of established solutions, companies, standards etc.
  - ▷ Lack of time for eLearning
  - ▷ Lack of expertise to use eLearning solution
  - ▷ Inadequate accessibility (barrier free access) and usability (interoperability)
  - ▷ Lack of a customised, tailored eLearning service
  - ▷ Failure to integrate eLearning with the work and life process
  - ▷ Inadequate (restricted) low-quality learning content
  - ▷ Doubts about eLearning benefits and expected expensiveness of eLearning solution



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## Main objectives



- ▷ The objective of the project is to provide a pragmatic, easy-to-use eLearning service, which allows any time, any where and any how access to personalised, high quality learning content.
- ▷ The AMBIENT LEARNING service is based on stable and mature technology and offers ambient, multimodal, personalised and context-sensitive access to learning at work, at home, at a training institution or on the move.
- ▷ The main purpose of the project is the market validation of the AMBIENT LEARNING service by demonstrating the various services in four European (Italy, Germany, Greece, UK/Ireland) regions and therefore preparing the ground for successful market deployment.



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## Strategic Objectives



- ▷ **The AMBIENT LEARNING project realises eLearning services, which are according to the eLearning Initiative of the European Commission of general interest and gives especially SMEs and individuals cost-efficient access to the information society. It forms the basis for European competitiveness and therefore helps to create and secure jobs. The AMBIENT LEARNING are completely interoperable and use broadband networks.**
  - ▷ practical realisation of eEurope general interest services objectives
  - ▷ to give everyone the opportunity to participate in the global information society
  - ▷ to provide a favourable environment for private investment and for the creation of new jobs
  - ▷ broadband and interoperable services
  - ▷ Deployment of services of common interest
  - ▷ deploy applications and services that provide SMEs with the means to improve their competitiveness
  - ▷ strengthen economic and social cohesion
  - ▷ stimulate and support the deployment of services in support of eEurope



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## Operational Objectives

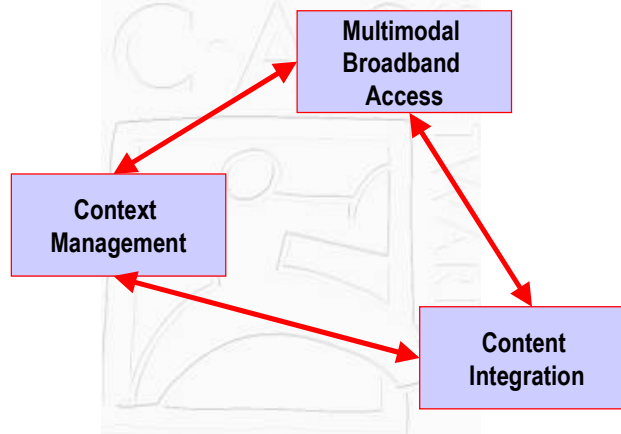


- ▷ **The AMBIENT LEARNING project has Trans-European scope through the involvement of participants from five member states and European importance of the topic itself. The AMBIENT LEARNING is conform to open standards and has a scope on security, trust and confidence. The eLearning services are delivered using multimodal interfaces for multiple platforms and devices over all available broadband networks**
  - ▷ Be Trans-European in scope
  - ▷ Address interconnection and interoperability issues
  - ▷ Conform to open standards and existing or emerging norms
  - ▷ Address security and trust and confidence issues
  - ▷ Delivery over mobile and broadband networks and on multiple platforms



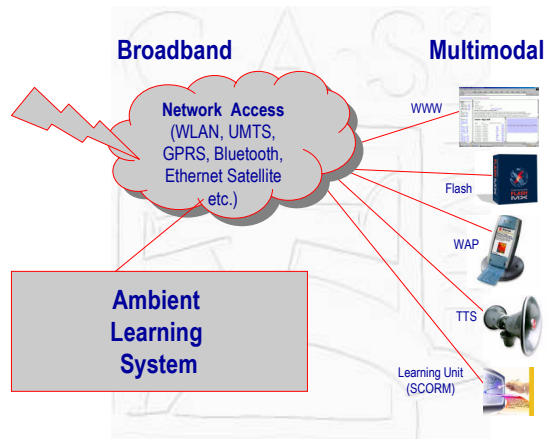
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# Main distinguishing features of AMBIENT LEARNING



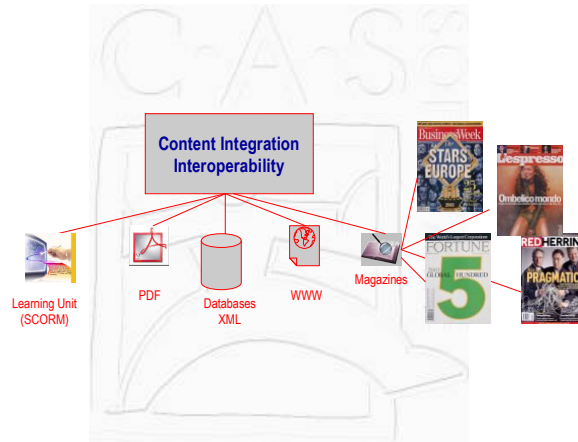
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# Multimodal Broadband Access



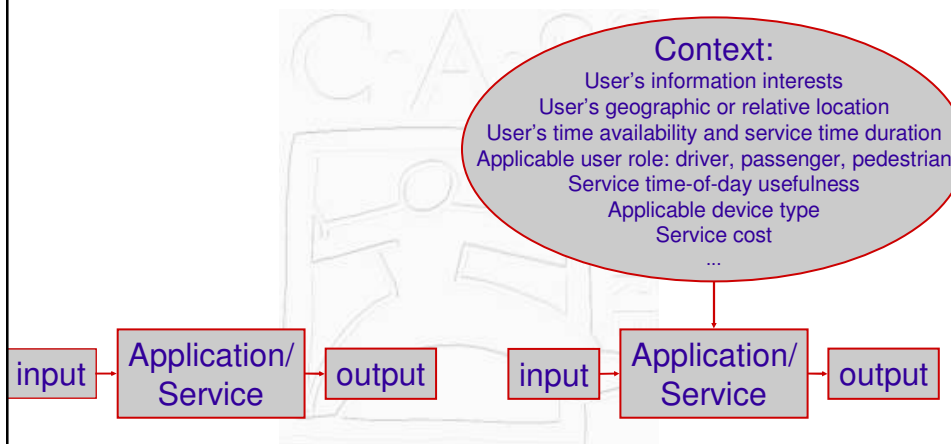
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# Content Integration



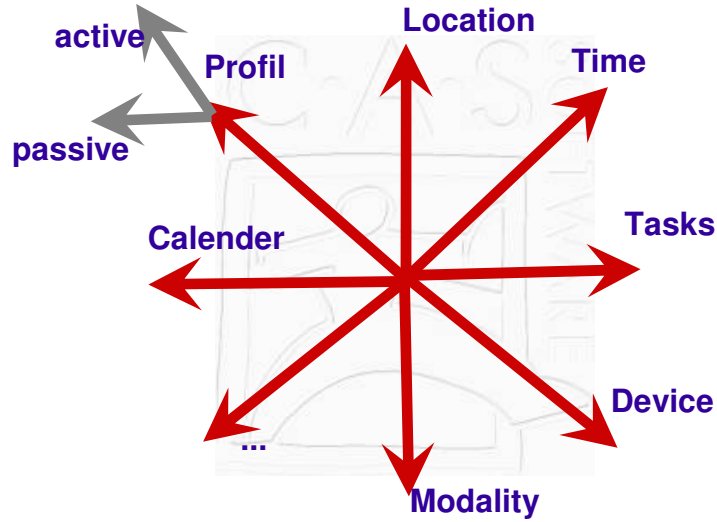
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# Context Management



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# Application Scenario 1



**Ambient Learning System**

**Context:**  
Location: in the car  
Device: PDA with TTS-functionality  
Current Interest: Innovation Management  
...



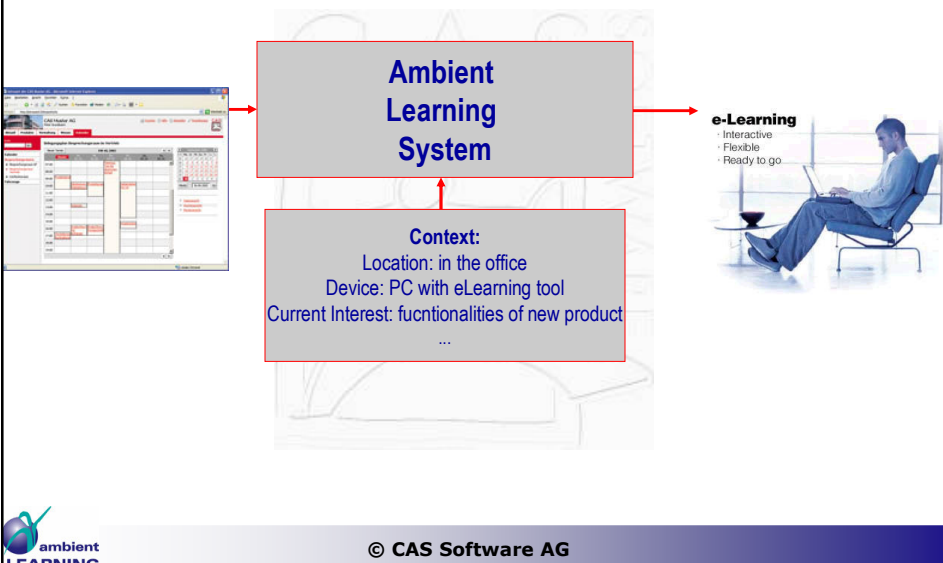
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## Application Scenario 2



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## Application Scenario 3

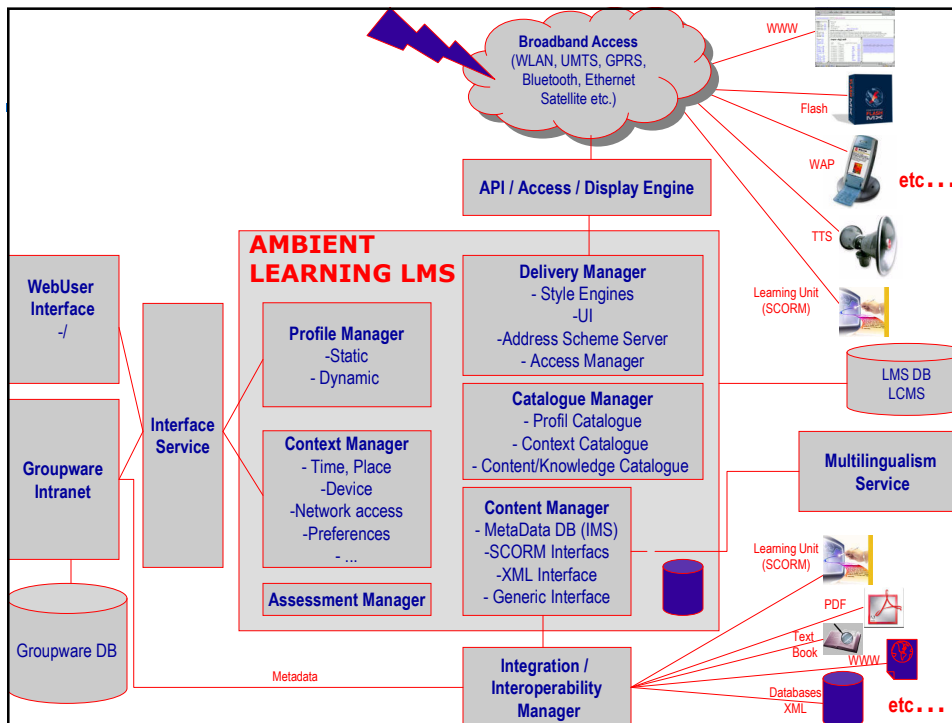


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# The Consortium

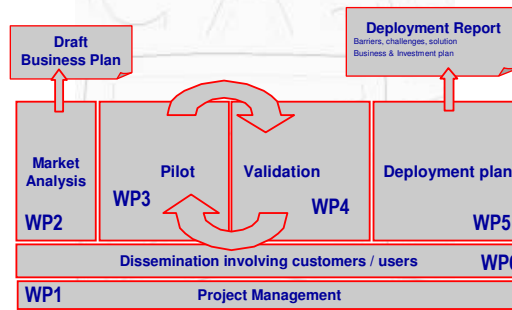


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# Project Approach



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# More information ...



<http://www.ambient-learning.com/>



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**Thank you very much ...**



**... For your attention!**

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