

ERASMUS + PROJECT: TRAINING IN FOOD LAW THROUGH AN INNOVATIVE METHODOLOGY USING NEW INFORMATION AND COMMUNICATION TECHNOLOGY TOOLS (TRIFLIM)

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1- Background of the Project

The main objective of this project is the development of an **innovative e-learning programme about European union food law. Training will be achieved using the latest information and communication technologies.** The development of this project entails the creation of an innovative and motivating digital training that exploits the latest technologies and learning approaches based on innovative resources.



The development of the main objective, will necessarily entail the development of five specific objectives:

- 1 The cooperation of a strategic partnership in the field of training
- 2 Creation of ICT tools for e-learning programmes: tools that would be transported to different fields and matters and could be used in another different projects creating synergies and opportunities for collaboration.
- 3 Create a training programme adapted to the needs and to the environment disseminating the information through an innovative method based on the development of a gamified e-learning programme using the latest ICT tools.
- 4 Product validation through a pilot experience: the ICT tools and the developed programme, based on ICT, must be validated through pilot experiences.
- 5 Sharing and promotion activities: the sharing and promotion of the project's content through appropriate methodologies which will cause a great impact in the agri-food sector.



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TRIFLIM Project is co-financed by the Erasmus +. Erasmus+ is the EU Programme in the fields of education, training, youth and sport. Having as objective the support, through lifelong learning, the educational, professional and personal development of people in education, training, youth and sport, in Europe.

CONSORTIUM

TRIFLIM, is a project developed in collaboration with 4 European partners that meet the need for development and the objectives of the project:

AINIA (Spain), VIRTUAL CAMPUS (Portugal), CRETHIDEV (Greece), IZS (Italy).



2- Project results

01

RESULT 1
e-learning tools

The e-learning platform will be designed to provide educators, administrators and learners with a single robust, secure and integrated system to create personalised learning environments. The e-learning tools will be based on an easy-to-follow decision tree and will aim at guiding users to a set of resources (videos, questionnaires, etc.) and gamification activities tailored to fit their specific needs and to improve the success in the information transmission and assimilation by attendees. The development of this tools entails a previously e-learning design document that will determine the different gaming activities which will take place through the e-learning programme. It will contain, at least, the description of gamification strategy based on motivational analysis and the description of overall e-learning gamified approach, including interaction and user interface. The e-learning design document will contribute to create the grounds of an innovate methodology through which different subjects could be taught through an innovative method which improves motivation in attendees and the success in the transmission of information. This result of the project will have tools that can be transported to different fields and matters and could be used in another different projects with other partners from different Member States creating synergies between different fields of education and training and opportunities for collaboration. All the participants will benefit from their cooperation with partners from other countries, in the fields of education and training, giving the opportunity to organize other European Projects. The main impact of this result will be the creation of tools which could be implemented in e-learning programmes being a good quality training in food law providing knowledge acquisition in the European Union. This will improve skills and qualifications to facilitate personal and professional development. The Pilot course has foreseen to enrol a minimum 12 people.

02

RESULT 2
e-learning programme

This activity will take a learning programme guidelines as starting point. The Learning Programme Guidelines will be the document that will assist teachers and staff of learning centres in their planning for the introduction of the new courses. Additional materials might comprise, but might not be limited to: • Open-access documentation (e.g. publications, presentations, pictures and videos). • Links to internet-based resources (e.g. websites, Youtube, Slideshare, etc.) with relevant information. • Virtual instruments. • On-line questionnaires and decision-support tools. • Innovative software developed through R1 based in gaming activities and ICT Tools. The e-learning programme materials will contribute to create the grounds of an innovate approach to learn food law and based in a precise market demand, enhancing the links to business and the community. The target group will be professionals and businesses from different Member States which activity is related to food law and their activity entails to follow food law legislation. The involvement of the participants organizations in the development of the e-learning programme materials give them deliverables that can be transported to different fields and matters and could be used in another different projects with other partners from different Member States creating synergies between different fields of education and training and opportunities for collaboration. All the participants will benefit from their cooperation with partners from other countries, in the fields of education and training, giving the opportunity to organize other European Projects. The main impact of this result will be the creation of the grounds of an e-learning course that will be a good quality training in food law providing knowledge acquisition in the European Union. This will improve skills and qualifications to facilitate personal and professional development. Also, the Pilot course has foreseen to enrol a minimum 12 people.

3- Target groups

The course will contribute to resolve the issue about regulatory noncompliance by European Union businesses improving, thus, food safety. In order to do so, courses on food law will be developed with inputs from a range of player, including:

- **Technicians and professionals from agri-food sector and related industries.**
- **Professionals from the marketing area.**
- **Those whose work is directly related to the export and import of raw materials and processed food.**
- **Other stakeholders, such as representatives from government institutions, professional associations, etc.**

The course is targeted to the food market, focused on technicians and professionals from agri-food sector and related industries. Also, it focuses on professionals from the marketing area and those whose work is directly related to the export and import of raw materials and processed food.

4- Stages

The project is structured in four stages:

- **Planning** (definition of needs, objectives, learning and project results, activity formats, calendar, etc.);
- **Preparation** (planning of activities, development of the work program, practical arrangements, confirmation of the target groups of the planned activities, conclusion of agreements with partner organizations, etc.);
- **Execution of activities;**
- **Monitoring** (evaluation of activities and their impact at different levels, sharing and use of project results)