In-Cult - Innovative activating methods

Institution / Country: Federuni - Italy
Method: Learn by playing

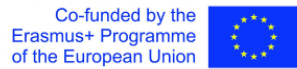| Categorie	Duration of the method		Offline		Online		Blended Learning		Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other	
Keywords	Up to one hour		Roll-up		Internet	x	yes	X	Computer		Individual		Inside	X	Physical activity			
	1-2 hours	X	Booklet	X	Instant messaging / social networks		no		Tablet	x	Senior groups	x	Outdoor		Exploring by memory	X		
	More than 2 hours		Poster		Blog				Smartphone	X	Group of pupils	x	Museum		Game brainstorming			
	Longer duration than 2 hours		Photos		Videoconferencing				Overhead projector	x	Mixed groups	X	Classroom	x	Research offline	x		
	Duration depending on concept		Presentation		Online collaborative whiteboard				Recorder		Thematic groups (e.g. artist group, traditional group)		Clubs		Research online	x		
			Video		E-mail						Small groups		Schools	x	Impulse lecture			
					Computer						Big groups		Language schools		Consultation of an expert			
					Tablet								During conference		Discussion			
					Smartphone	x							Creative Workshop		Interview			
					Website	x							Cultural Open Air event		Time witness report			
													Senior residence	x	Collective storytelling			
													Fair		Living library			
													Second Hand Store / Recycling Shop		Comparison			
															Public debate			
															Competition			
															Presentation			
															Exhibition			
															Debate			
															Walk			
															Online games			
															Workshop (handcraft)			
															Evaluation/feedback			

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Institution / Country: Federuni - Italy
Method: Impulse lecture

Categorie	Duration of the method		Offline		Online		Blended Learning		Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other	
Keywords	Up to one hour		Roll-up		Internet	x	yes		Computer	x	Individual		Inside	x	Physical activity			
	1-2 hours		Booklet	x	Instant messaging / social networks		no		Tablet	x	Senior groups	x	Outdoor	x	Exploring by memory			
	More than 2 hours	x	Poster	x	Blog				Smartphone	x	Group of pupils		Museum		Game brainstorming			
	Longer duration than 2 hours		Photos	x	Videoconferencing				Overhead projector	x	Mixed groups	x	Classroom		Research offline			
	Duration depending on concept		Presentation	x	Online collaborative whiteboard				Recorder		Thematic groups (e.g. artist group, traditional group)		Clubs		Research online			
			Video		E-mail						Small groups		Schools		Impulse lecture	x		
					Computer	x					Big groups		Language schools		Consultation of an expert			
					Tablet	x							During conference		Discussion	x		
					Smartphone	x							Creative Workshop		Interview			
					Website	x							Cultural Open Air event		Time witness report			
													Senior residence		Collective storytelling			
													Fair		Living library			
													Second Hand Store / Recycling Shop		Comparison			
															Public debate			
															Competition			
															Presentation			
															Exhibition			
															Debate			
															Walk			
															Online games			
															Workshop (handcraft)			
															Evaluation/feedback			

In-Cult - Innovative activating methods

Institution / Country: Federuni - Italy
Method: Peer education

Categorie	Duration of the method		Offline		Online		Blended Learning		Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other	
Keywords	Up to one hour		Roll-up		Internet		yes		Computer	x	Individual		Inside	X	Physical activity			
	1-2 hours	X	Booklet	X	Instant messaging / social networks		no		Tablet		Senior groups	x	Outdoor		Exploring by memory			
	More than 2 hours		Poster		Blog				Smartphone	x	Group of pupils	x	Museum		Game brainstorming			
	Longer duration than 2 hours		Photos	x	Videoconferencing				Overhead projector	x	Mixed groups	X	Classroom	x	Research offline			
	Duration depending on concept		Presentation	x	Online collaborative whiteboard				Recorder		Thematic groups (e.g. artist group, traditional group)		Clubs		Research online	x		
			Video		E-mail						Small groups		Schools	x	Impulse lecture			
					Computer	X					Big groups		Language schools		Consultation of an expert	x		
					Tablet								During conference		Discussion	x		
					Smartphone								Creative Workshop		Interview			
					Website	x							Cultural Open Air event		Time witness report			
													Senior residence	x	Collective storytelling			
													Fair		Living library			
													Second Hand Store / Recycling Shop		Comparison			
															Public debate			
															Competition			
															Presentation	x		
															Exhibition	x		
															Debate			
															Walk			
															Online games			
															Workshop (handcraft)			
															Evaluation/feedback			

In-Cult - Innovative activating methods

Institution / Country: Federuni - Italy
Method: Story telling café

Categorie	Duration of the method		Offline		Online		Blended Learning		Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other	
Keywords	Up to one hour		Roll-up		Internet		yes		Computer	x	Individual		Inside		Physical activity			
	1-2 hours		Booklet	x	Instant messaging / social networks		no		Tablet		Senior groups	x	Outdoor		Exploring by memory			
	More than 2 hours	X	Poster		Blog				Smartphone		Group of pupils		Museum		Game brainstorming			
	Longer duration than 2 hours		Photos	X	Videoconferencing				Overhead projector	X	Mixed groups	X	Classroom		Research offline			
	Duration depending on concept		Presentation	x	Online collaborative whiteboard				Recorder	x	Thematic groups (e.g. artist group, traditional group)		Clubs		Research online			
			Video		E-mail						Small groups		Schools	X	Impulse lecture			
					Computer						Big groups		Language schools		Consultation of an expert			
					Tablet								During conference		Discussion			
					Smartphone								Creative Workshop		Interview			
					Website								Cultural Open Air event		Time witness report			
													Senior residence		Collective storytelling	X		
													Fair		Living library			
													Second Hand Store / Recycling Shop		Comparison	x		
															Public debate			
															Competition			
															Presentation	x		
															Exhibition			
															Debate			
															Walk			
															Online games			
															Workshop (handcraft)			
															Evaluation/feedback			

In-Cult - Innovative activating methods

Institution / Country: Federuni - Italy
Method: Use of computers and the internet

Categorie	Duration of the method		Offline		Online		Blended Learning		Technical devices		Target group		Location		Pedagogical Methods / Art of activities		Other	
Keywords	Up to one hour		Roll-up		Internet	x	yes	x	Computer	x	Individual		Inside	x	Physical activity			
	1-2 hours		Booklet		Instant messaging / social networks		no		Tablet	x	Senior groups	x	Outdoor		Exploring by memory			
	More than 2 hours		Poster		Blog				Smartphone	x	Group of pupils		Museum		Game brainstorming			
	Longer duration than 2 hours		Photos		Videoconferencing				Overhead projector	x	Mixed groups		Classroom	x	Research offline			
	Duration depending on concept	x	Presentation		Online collaborative whiteboard				Recorder		Thematic groups (e.g. artist group, traditional group)		Clubs		Research online	x		
			Video		E-mail						Small groups		Schools		Impulse lecture			
					Computer	x					Big groups		Language schools		Consultation of an expert	x		
					Tablet	x							During conference		Discussion			
					Smartphone	x							Creative Workshop		Interview			
					Website	x							Cultural Open Air event		Time witness report			
													Senior residence	x	Collective storytelling			
													Fair		Living library			
													Second Hand Store / Recycling Shop		Comparison			
															Public debate			
															Competition			
															Presentation			
															Exhibition			
															Debate			
															Walk			
															Online games	x		
															Workshop (handcraft)			
															Evaluation/feedback			