

# D-EVA: Practical skills evaluation with digital technologies in teacher education

## Project summary

### AIMS



Develop **e-assessment resources** able to secure an authentic, sustainable and effective students' assessment of their work-based skills



Build the university **teachers capacity** to use e-assessment in an effective and coherent way, along with enhancing their digital competences



Equip universities with mechanisms to change the **assessment culture**, organically incorporating digital solution to facilitate students learning

### PILLARS OF INTERVENTION



PEOPLE



ORGANISATION



INTERACTION



RESOURCES



DIGITAL GAP

### TARGET GROUP AND STAKEHOLDERS

#### TARGET GROUP



TEACHERS



STUDENTS

#### STAKE-HOLDERS



UNIVERSITIES



TEACHER TRAINING ORGANISATIONS

### INTELLECTUAL OUTPUTS



#### IO1. D-EVA BANK

Resources for e-assessment of students' professional skills: study cases of real-life situations in educational centres, e-assessment rubrics with their guidelines for using learning analytics, viva-voce feedback, virtual reality tools and gamification e-assessment.



#### IO2. D-EVA SITE

Open Digital platform with resources developed in IO1, providing open, free and technological solutions for assessing practical skills. It will provide prototypes of virtual environments to simulate real job situations using emerging digital technologies.



#### IO3. D-EVA TRAINING

A professional development plan for university teachers in teaching digital competence and specifically e-assessment with innovative digital tools. It will provide open education resources, guidelines and methodology for implementation.