



Effective use of mobile devices

Project Based Learning

E-Facilitators Mobile

Project Based Learning?

the student at the center of the learning process, as a starring person capable of generating solutions in response to the different opportunities



Why?

A methodology closely related to the working environment, and also the entrepreneurship.

It specially stands out for urging students to put into practice a wide range of knowledge, abilities, skills and attitudes



By using a Project Based Learning methodology...

- We need to get a (material or intellectual) product.
- Cooperation and collaboration among students to achieve this goal are a must.
- Promotes initiative, proactivity, independence and innovation in different areas: professional, social and personal.
- The challenge acts like a motor (motivation and determination) to achieve the goal. Engagement!



It happens that...

- The students generate value beyond the classroom environment
- Motivation increases with the positive effect on their social context.
- Their self-esteem is also improved.
- They work on real situation that are, o can also be, part of the professional context.



We can...

...involve the real world. We can have a real impact on our social context!

Entrepreneurship approach, not only from the economic (business) point of view, but also from a social perspective.



Stages to be accomplished (recommendation)

1. Detection of the opportunity to work on.
2. Organization of the work teams (different profiles, complementary)
3. Final definition of the challenge, the solution to be achieved.
4. Preparation of the plan.
5. Training and information research.
6. Analysis and synthesis. The students share their work by exchanging ideas, discussing solutions, doing suggestions, etc.
7. Elaboration of the product by applying everything they have learnt.
8. Presentation of the product or project.
9. Implementation of improvements, if necessary.
10. Assessment and self-assessment



