## Partners

Antenna Hungaria, Hungary University of Brighton, UK Technical University of Crete, Greece Eduweb Multimedia, Hungary

Consorzio per la Ricerca e l'Educazione Permanente, Italy

> European Distance and E-Learning Network, UK

Fondation Maison des Sciences de l'Homme, France

Institute of Mathematics and Informatics at the Bulgarian Academy of Sciences, Bulgaria

Institut National de l'Audiovisuel, France

Budapest University of Technology and Economics, Hungary

Laboratory of Informatics, Robotics, and Microelectronics of Montpellier, France

Institute of Information Technologies at the Bulgarian Academy of Sciences, Bulgaria

University of Angers, France EXOS Consulting, Slovakia Sofia Digital, Finland

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## Knowledgeon-Demand for Ubiquitous Learning

Building innovative ubiquitous e-learning environment for almost everybody



www.logosproject.com

LOGOS: Knowledge-on-Demand for Ubiquitous Learning — is an IST research project involving an interdisciplinary 15-member consortium from nine countries, coordinated by the Hungarian broadcasting company Antenna Hungaria.

The main aim of the project is to create a platform for ubiquitous learning that combines the use of courseware objects from the LOGOS authoring studio with cross-media delivery through digital video broadcasting (DVB), mobile and IP-based communication channels.

## Outcomes

- a new cross-media platform for e-learning using current internet, mobile phone and DVB technologies;
- new cross-media learning context with specially developed authoring studios using existing digital archives;
- validation of a new e-learning platform by extended experimentation of its functionality and usability.

## The impacts and benefits

- access to e-learning materials
  using cross-media channels, such as existing mobile devices and TV sets with additional set-top boxes, by providing distribution channels between the repository of learning materials and end-users;
- quicker and more effective training for new jobs, especially in the accession countries of the EU;
- enrichment of video-based learning applications via integration with IPbased and mobile technology tools;
- exploitation of digital object repositories by managing a mixed architecture containing multiple knowledge databases.

