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# READY TEDDY, GO!



Progetto Erasmus+ KA2

## SGUARDO FINALE SULL'AVATAR TEDDY

Giunto alla fase finale del progetto RTG, il Teddy Avatar, avendo svolto la sua missione, è ora accompagnato da una Guida completa multimediale.

Questa guida, accessibile all'indirizzo

[https://readyteddygo.eu/docs/en/RTG\\_MultimediaGuidebook.pdf](https://readyteddygo.eu/docs/en/RTG_MultimediaGuidebook.pdf), è una risorsa inestimabile per gli educatori che lavorano con bambini che mostrano abilità uniche. Questa guida contiene otto programmi di lezioni realizzati meticolosamente, studiati appositamente per fornire esperienze di apprendimento inclusive ed efficaci.

Ogni piano di lezione è strutturato con cura per utilizzare l'innovativa applicazione Teddy Avatar, che funge da strumento vitale per gli educatori nel loro impegno con i bambini con autismo. Questo avatar, incorporato nella guida, offre funzionalità uniche che possono aiutare i bambini con abilità educative speciali nella loro vita quotidiana.

È disponibile anche il Manuale Teddy

<https://readyteddygo.eu/docs/en/TeddyManual.pdf> e può aiutare tutti con l'utilizzo dell'applicazione passo dopo passo. Questa guida approfondisce le funzionalità dell'applicazione, fornendo istruzioni dettagliate e approfondimenti su come sfruttare le capacità di Teddy Avatar. Puoi accedere all'applicazione tramite <http://teddy.roboterapia.eu/> e darci feedback sul suo utilizzo come metodo di insegnamento.

Mentre il progetto RTG raggiunge il suo completamento con successo, il team di sviluppo di POLITECHNIKA LODZKA ha dedicato sforzi all'implementazione di scenari avanzati nell'applicazione. Questi miglioramenti miravano ad espandere l'utilità dell'applicazione, garantendo che rimanesse una risorsa inestimabile per supportare i bambini con disabilità.

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## IN QUESTO NUMERO

- Sguardo finale sull'Avatar Teddy
- Pilotaggio
- Eventi Moltiplicatori
- TPM finale

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## PILOTING PHASE

The partners of the RTG program organized meetings to conduct pilot tests of the TEDdy avatar application, which was developed for Special Needs Education (SEN). The purpose of these pilots was to assess how effective user friendly and applicable the application is, in world settings. Various partners conducted these sessions in online formats or in face to face meetings. Both SEN educators and students were involved in these activities. The sessions included familiarizing participants with Teddy's features and multimedia guidebook as practical testing with SEN students to gather direct feedback from end users.



The piloting process followed an approach with each session lasting 45 minutes. Educators were first introduced to the application and its resources followed by hands on sessions with students. Feedback was collected through surveys and direct observations. The focus was on evaluating how easy it is to use the application assessing the relevance of included scenarios and gathering suggestions for improvements. Overall feedback was positive despite some criticisms about engagement levels of the application and a desire for more diverse scenarios. Educators appreciated the training provided along with resources recognizing the impact that Teddy Avatar can have on enhancing education experiences, for SEN students.

## MULTIPLIER EVENTS

The multiplier events associated with the RTG program were designed to promote awareness of the program's achievements and explore its applications in Special Needs Education (SEN). These events served as platforms for stakeholders, including educators, therapists, and families, to engage with the innovative Teddy Avatar application and understand its potential benefits for children with special educational needs. The sessions typically included presentations detailing the project's objectives, target groups, and outcomes, alongside practical workshops that provided hands-on experiences with the Teddy avatar, demonstrating its use in educational settings.



Attendees had opportunities to discuss and exchange views on inclusive education, further enriching the experience. Promotion through various channels, including social media and direct outreach, ensured wide participation. Feedback from these events, while not formally evaluated, was generally positive, with attendees expressing enthusiasm for the innovative approaches presented. These events not only highlighted the practical applications of the RTG program's outputs but also fostered connections among participants, potentially leading to future collaborations in enhancing SEN education through technological innovations.

# FINAL TRANSNATIONAL PROJECT MEETING

The final transnational project meeting (TPM) for the RTG program took place on December 13th and 14th, 2023, in Vilnius, hosted by Vilniaus Viltis in the Vilnius City Municipality meeting hall. This meeting served as a pivotal moment for all project partners to discuss the last pending matters, ensuring a roadmap towards the completion of the project. The agenda included a comprehensive review of the TEDDY Avatar project's progress, an evaluation of the online course, and an assessment of the project's quality assurance and risk management strategies. These discussions allowed for a collaborative reflection on the project's outcomes and future directions. The meeting also provided a platform for a conclusive dialogue among all partners, where ideas were shared regarding the sustainability and enhancement of the project's impact, as well as potential avenues for its continuation. The second day featured a multiplier event where each partner presented their findings from the pilot phase within their respective countries. This event took place in the conference space of the city hall, highlighting the project's achievements and setting the stage for future initiatives. This meeting not only marked the culmination of the project's activities but also laid the groundwork for further dissemination and application of the project's results in the field of Special Needs Education.



## THE CONSORTIUM:



<https://readyteddygo.eu/en>



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