



## Future Activities

The refinement and subsequent finalisation of the metadata schema

The development of two mechanisms (technical solutions) for interlinking independent resource repositories

The production of guidelines on how to achieve best practices

Multi-type educational content sharing between medical institutions & evaluation

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### mEducator Consortium

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2. University of Cyprus, CY
3. Democritus University of Thrace, GR
4. Medical Exchange MEDTING LTG, IR
5. Technical University of Cluj-Napoca, RO
6. Université Nice Sophia Antipolis, FR
7. Medical University Plovdiv, BG
8. Università degli studi di Catania, IT
9. University of Helsinki, FI
10. St George's, University of London, UK
11. Succubus Interactive, FR
12. The Open University, UK
13. Coventry University, UK
14. European Cervical Cancer Association, FR



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The aim of mEducator is to implement and evaluate standards and models in the field of e-learning in order to enable specialized state-of-the-art medical educational content to be discovered, retrieved, shared and re-used across European higher academic institutions. European-wide collaboration is required for two reasons. First, to achieve sharing of a critical mass of multi-type medical educational content; second, to address and extend best practice and recommendations to as many EU countries as possible. To do so, mEducator builds up pan-European synergies in order to go beyond what has already been achieved by existing or past related projects



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## mEducator metadata scheme

Within the first year of mEducator the consortium has initiated the process of creating the mEducator metadata scheme. This process included the analysis of Healthcare LOM, the evaluation of other specifications and standards, the incorporation of extensions for repurposed content (taking into account novel approaches on entity identifiers over the web) and a recommendation for a mEducator metadata scheme, which is presented as a schema that fits and addresses the needs of the mEducator educational content types and sharing functionalities.

## MetaMorphosis testbed collaboration environment

The consortium developed a web 2.0 environment as a testbed for testing and finalizing the proposed meta-data scheme. This environment (named MetaMorphosis) is based on novel web 2.0 notions and technology and is in fact a social network spanning two different dimensions: of humans (social) and of educational resources (objects linking and inheritance). The MetaMorphosis is available at: <http://metamorphosis.med.duth.gr>



## Intellectual Property Rights (IPR) Issues

mEducator, having received consultation from experts highly involved and acknowledged in the Intellectual Property sector, has established recommendations and decisions regarding the resolution of IPR issues.

The licensing scheme recommended for legal open but conditional sharing and repurposing of content in medical education is the **Creative Commons** licensing scheme, although other licenses will also be accepted.

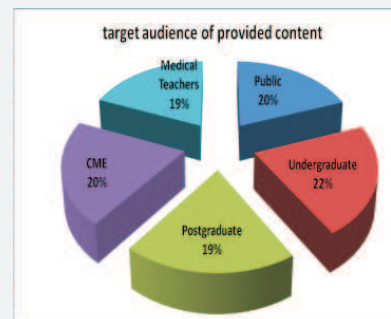


A set of guidelines has been made available to the partners and the public, designed in the form of workflows in an interactive platform (Open Labyrinth) to assist partners and stakeholders researching on IPR issues related to the content they would provide.

<http://labyrinth.sgul.ac.uk/openlabyrinth/mnode.asp?id=qwnw2gcgxlrdbu3lpfvu3lpfvqajxhg> (for existing provided content)

<http://labyrinth.sgul.ac.uk/openlabyrinth/mnode.asp?id=qwnw2gcf4jesnqajxhqajxhqdknam> (for repurposed content)

## mEducator content



At this first stage of the project, partners have identified around 3.000 content items. These items are intended for different target audience groups, namely undergraduate and postgraduate students, professional in continuing education, medical teachers, as well as the public. There is a good representation of content for these target group categories, as shown in the figure.

## Re-purposing of serious games

Some of the mEducator content involves educational resources in the form of serious medical games. The consortium is creating a games-repurposing editor!

The aim of the whole development process is to produce reusable content that is easy to use and can involve elements of user generated content of good pedagogical value.

