



Co-funded by the
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LiveTextAccess and EASIT

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Use best-practice and curriculum
to educate social inclusive researchers in the media



Topics

1. Strategic partnerships projects in innovation
2. LiveTextAcces and (EASIT)
3. Methodology
4. Possibilities
5. Support

1. Strategic partnerships projects

1. Strategic Partnership projects

- support the development, transfer and/or implementation of **innovative practices**, or
- implementation of joint initiatives promoting cooperation, peer learning and **exchanges of experience** at European level.

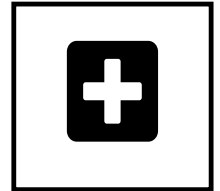
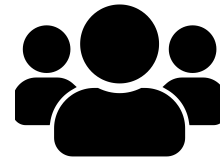
1. Support innovation



Identify the gap



Build partnership



Bring a product to the market

1. Projects supporting innovation

- Address horizontal and EU priorities
- 450 000 EUR approx.
- Maximum (strategic) 8 partners
- 1 to 3 years
- Focus on **tangible outputs** as innovation

2. The projects

2. LiveTextAccess (LTA): the gap

The need

Live subtitles are needed for access to:

- education
- workplace
- public administration
- health
- broadcasting

<https://www.youtube.com/watch?v=qbwnvz3Y5tI>

2. LiveTextAccess (LTA): the gap

The gap

- Provision is uneven
- Quality is still uneven
- There is no harmonised training

EFHOH Report, 2015

2. LTA online survey

How long have you been working in this field?

- **Professionals:** 20 or more years
- **Providers:** 10 to 19 years
- **Trainers:** 0 to 9 years

2. LTA: product

Product

- Harmonised curriculum
- Training material for:
 - Respeakers and
 - Velotypists



© UAB



© Velotype

2. LTA: strategic partnership

Partners

- Universities
- Service providers
- End-users
- Certification Association

LTA partners



3. Methodology

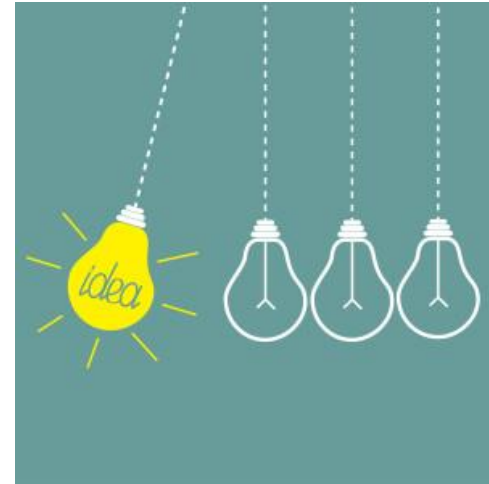
3. Focus

THE DESIGN OF
EVERYDAY
THINGS



© Don Norman

Turning ideas into reality



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3. Focus

THE DESIGN OF EVERYDAY THINGS



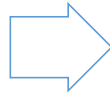
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To focus on:

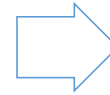
- users' needs
- 'new'
- 'tangible' outputs
- ready-to-use
- Universal design

3. Methodology

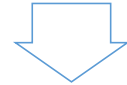
**1. Collect data
about the skills**



**2. Create
Skills card(s)**



**3. Curriculum
design**



4. OER Material



5. Certification



4. Possibilities

4. Possibilities

Training as enabler

4. End-users

- Quality access to information
- New job opportunities
- Involvement in:
 - creation process
 - teaching opportunities
- Social participation

4. Providers

- Broader product portfolio
- New business models (online, automatic)
- More customers
- Employment criteria (skills cards)
- Versatile material for in-house trainings

4. Education

- New profiles: translator to editor
- New trainees/students
- Versatile materials for own curricula
- Data-based research
- Personalised education

4. Technology developers

- Innovation reaches end-users more quickly
- Fast dissemination at EU level
- More research outside the own company
- Ideas for 'more' innovation

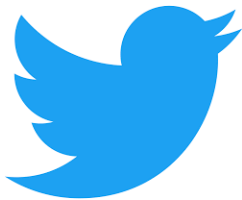
5. Support

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@EASITproject

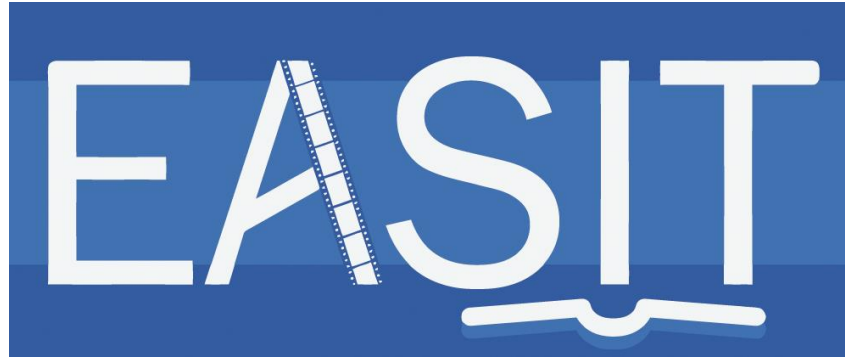
#LTA_EUproject

#EASITproject

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Event in Stockholm **on June 20th in Stockholm**

Easy-to-understand audiovisual content

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Many Thanks!