Innovation for solving tomorrow's challenges

acrosslimits

Education Brief

Being an ICT company, AcrossLimits has a great interest in eLearning and has been a partner in various EU projects and training courses that incorporated or were based, on eLearning. We have developed several such platforms using different tools ranging from open source, to commercial platforms. These platforms target different audiences from educators to students, business people, professionals, artists, disadvantaged people and more.

The ICT team strives to create solutions based on the needs of the client, always keeping in mind the target audience and its varied abilities, and using the latest ICT tools available on the market.

eLearning

At AcrossLimits, we pride ourselves on delivering quality services in an efficient manner. Since the whole team is multi-disciplinary, we are able to push ourselves to our full potential in various areas. Our main skillsets lie in Education, eHealth, Entrepreneurship, Digital platforms and networking.

We offer courses under the brand name TrainingMalta™. AcrossLimits and TrainingMalta™ are ISO 9001:2018 certified and have been operating since 2002. We have built a network of experts in many different areas, which results in a rich learning experience that combines both theoretical and hands-on tasks.

Our eLearning platforms:

- Focus on learner experience
- Have custom eLearning content development
- Have learning and performance consulting services
- Are created by experienced developers
- Come with end-to-end services

eLearning

TrainingMalta™

TrainingMalta.com is an online interactive booking engine for the courses provided by AcrossLimits. There are a wide range of courses offered that are designed for teachers or trainers, professionals, children, job seekers… These services are available for everyone to enjoy!

Course formats include:

- Recorded online courses
- Live online courses
- Webinars
- Face-to-face courses

These courses will not only improve students' skills and knowledge, but will also equip them with useful insights, tools, and recommendations. Most importantly, TrainingMalta™ values the respect that its customers rightly deserve, and continues to offer support after the course has ended.

trainingmalta.com

WordPress Introduction Course

📖 Self-paced course   € 99

Training For Carers Of People With Dementia - English

📖 Self-paced course   € 99

Presentation Skills

📖 Self-paced course   € 99

Projects

ER4STEM

Educational Robotics for Science, Technology, Engineering and Mathematics (ER4STEM)

The ER4STEM project was aimed at stimulating children's curiosity from a very young age, so as to attract them to science and technology by using robotics as a tool. Robotics workshops were run for students between 7 and 18 years of age with the goal of engaging them and increasing their interest in the fascinating world of STEM. An educational robotics repository was built and purposely set up for teachers.

The repository enabled educators to have access to a variety of approaches on how to present the subject of robotics in a meaningful and engaging way. ER4STEM is part of a process to harmonise existing approaches in the field of robotics within Europe and beyond. It offers a common concept to stakeholders in the fields of science and technology including students, teachers, educators and science policymakers.

er4stem.com

Our Role

AcrossLimits had a role in all the work packages (WPs) and were involved in identifying best practices within the field of educational technologies for robotics, running workshops, organising a local conference on robotics in 2018, evaluating results obtained through the workshops and conference, and disseminating results.

Moreover, as a technical partner we built the educational robotics repository and informed educators about it.

Projects

InnovaLab

Innovation Lab: Transform your teaching with the Digital Advisor Toolkit for Higher Education

This project emerged to address the training needs of higher education (HE) staff that became apparent with the onset of the pandemic. Some of the objectives of the project are:

- Developing a test to collect information on the factors affecting teaching quality in an inclusive and accessible HE.

- Designing and developing a ConnectU app (a virtual advisor on teaching in HE), which will provide individualised information on what methodologies and assessments are the most appropriate for specific content and groups of students.

- Designing, planning and managing teacher training to provide a comprehensive response according to their needs.

- Developing an Innovation Laboratory in each institution, where teachers can analyse their teaching practices and receive expert advice to improve or modify any design aspect.

- Proposing to national authorities and university institutions the recognition of continuous professional development linked to teaching skills, knowledge and educational innovation.

acrosslimits

Our Role

AcrossLimits' participation in this project involves dissemination of information via our network of contacts, which includes universities and HE institutions, and sharing information about the progress of the project through our social media channels.

The University of Malta (UoM) and the Malta College for Arts, Science and Technology (MCAST) both HE establishments will be involved as stakeholders and potential piloting users of the digital tool.

The individual lecturers will be invited to test the English language version of the tool, and efforts will be made to include those from different faculties/subjects in order to ensure diversity.

Projects

Becoming A Woman Coder

A free online training platform for employment support professionals that provides turnkey tools to raise awareness among women excluded from employment

The project defines the factors motivating unemployed and/or low-qualified women and women in precarious employment to retrain towards the coding profession; what advantages they find in that field of work; and comparing the situation in four European countries: Finland, France, Malta, and Poland.

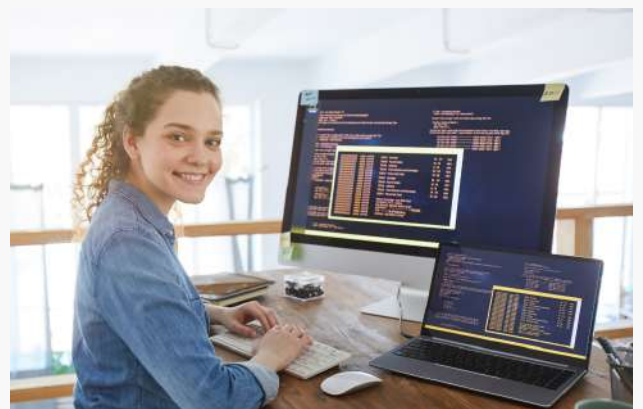A digital toolkit has been built that will host a variety of training tools:

- an educational cartoon to tackle clichés about coding jobs

- a series of mini-videos showing the reality of coding as a job through the eyes of women who were unemployed or low-qualified before becoming professional coders

- an e-learning module for employment professionals to help them guide women toward programming and coding professions, and provide them with useful tools

- a serious game: work situations to learn good practices to ensure successful retraining of women who want to become coders

becomewomancoder.eu

Our Role

AcrossLimits is the leader of IO2 and IO7.

IO2: An online personal training and coaching platform for professionals working in structured support networks to help find employment in the retraining of women in the coding profession. This platform was developed using HTML language in English. The English content was translated into the national partner's languages.

IO7: A toolbox to enhance the significance and recognition of the specific competencies of professionals working in structured support networks to help find employment in the retraining of women in the coding profession.

Projects

SOLIS

The SOLIS project aims to create a sense of belonging in students – a right to be included – no matter their background or ability, by exploring the nexus of wellbeing, inclusion and diversity. The innovative use of Digital Storytelling will be a key tool in reaching these objectives.

This project is a whole-school approach to develop a wide-scope e-learning platform with modules addressing core challenges within cultural diversity and discrimination, helping students increase empathy for their differences and understanding of common ground, through interactive and collaborative activities such as digital storytelling.

The second digital output of the project is a mobile-friendly web platform, acting as an online portal to train the teachers to best facilitate the SOLIS modules and activities, with the help of a rich resource of case studies and videos of pilot sessions. The aim of this portal is to create excellence in facilitating, sustaining, and growing the project beyond pilot areas.

Together these tools work to provide a framework whereby students can, in collaboration, share their stories with their peers in a safe and stimulating environment, seeing diversity as positive and ultimately increasing the wellbeing of all students.

solis-project.eu

Our Role

AcrossLimits will be supporting the development of the web portal, with a particular focus on testing the digital tools. The portal will provide a rich resource library of case studies, as well as a step-by-step online course on how to best facilitate the SOLIS modules so as to provide the best chance of success. The web portal will also provide a multiplier capability to the project, whereby many educators can be trained through the portal and go on to train others and initiate a whole school approach to wellbeing and social inclusion.

We will also be supporting IO5, which is a Collection of SOLIS Digital Stories (DS). Here we will be developing and testing the DS method. This output is a crucial element of the project that will allow the team to co-design, adapt and test the DS methodology with school educators and in the classroom.

Projects

ICT4DC

The ICT4DC project focuses on the development of guidelines for organising and conducting remote conferences and joint training events, as well as the organisation of virtual conferences.

"Best use of ICT opportunities for educational and scientific conferences in global crisis situations" was launched in March 2021 by the National Sports Academy 'Vassil Levski' - Bulgaria, the leading organisation of the consortium in charge of this project. The project was developed under the Erasmus+ programme of the European Union after the publication of an extraordinary call aimed at overcoming the negative conditions for education caused by COVID-19 through the development of more skills and knowledge in relation to work in a distant form.

The project activities were implemented in partnership with the National University of Physical Education and Sport – Bucharest, the Faculty of Sport and Physical Education at the University of Nis and the educational organisation AcrossLimits – Malta, specialising in virtual learning and support for academic activities in a distant form.

ict4conferences.com

Our Role

AcrossLimits has contributed to the development of the virtual learning manual by writing some of the chapters, namely the Technical and Marketing aspects of organising a virtual conference.

The technical chapter offers guidance on PC or laptop specifications, audiovisual equipment, hardware needed, and internet connectivity. The marketing chapter covers the basics of event marketing, designing visuals, creating and promoting an event on social media, and using an online booking system.

Would you like to know more?
We would be happy to share our know-how on EU opportunities. Contact us for a free consultation.

acrosslimits