TRUE

Transparency of Learning Outcomes through Blockchain Technology

ABOUT THE PROJECT

The TRUE project aims to develop an integrated training strategy regarding the assimilation of blockchain technology by Higher Education Institutions (HEIs). The project will provide a set of basic knowledge about the potential of blockchain technology adapted to Higher Education, including a competency framework for blockchain experts (HEI staff); a MOOC training program targeted at HEI staff; and a serious game that will provide an innovative learning experience in the use of blockchain technology for solving existing problems as well as for creating new disruptive approaches.

According to the "Blockchain in Education" report, published in 2017 by the Joint Research Center (the European Commission's science and knowledge service), using a blockchain for the automatic recognition and transfer of credits would make a learner's entire educational history in terms of those credits immediately visible and verifiable.

Blockchain technology can play a key role in the process of interconnection, interoperability and sharing of student information, which will allow, for example, information about the credit systems used, ECTS (in higher education) or ECVET (in vocational education), to be easily accessed.

PROJECT OUTPUTS

Blockchain is a cutting-edge technology whose application will allow the automatic recognition, authentication and transfer of credits and certificates between different institutions supporting innovation in the European higher education area. True aims to equip European institutions in tertiary education with the right set of knowledge and competences to lay down the basis for the uptake of blockchain technology.

TRUE is developing a set of outcomes in pursuit of its aims, including a compilation of background knowledge, a MOOC and a serious game, all focused on raising awareness of blockchain technology concepts, principles and applications.

TRUE Blockchain in Higher Education Baseline Knowledge sets the base for the definition of the competences needed for the introduction of blockchain technology in HEIs. This is composed of three core elements: a knowledge base information pack, a Competence Framework for the blockchain expert within HEIs and a self-assessment tool to evaluate the level of expertise related to the skills and competences needed to implement blockchain technology features in HE. These outcomes are concluded.

The **TRUE MOOC** – a Massive Online Open Course – explores the main contents of blockchain technology and its application addressing higher education settings and securely issuing credit certificates, learning transcripts and diplomas. The MOOC was developed for two different groups: professionals and staff in Higher Education Institutions and students, the final beneficiaries of blockchain-based procedures but also potential learners of the MOOC training courses. The lessons in the course address the basics of blockchain and are complemented with a rich set of resources linked to each lesson. This product is currently in its beta testing phase.

TRUE Serious Game is a game-based situational training activity aiming to stimulate HEI staff to improve and put in practice theoretical knowledge about blockchain in a safe learning environment. The TRUE Serious game is fully transferable to other contexts of education (such as professional training or adult education) for blockchain advanced training, providing adjustments and calibrations where required. It is licensed under a Creative Common License and available in all the partner languages: Portuguese, Finnish, Dutch, French, German, Italian and Greek.

The project is in its final phase; all its outputs will become available for you to learn the basics of blockchain very soon. Stay tuned on TRUE social media and website!

DISSEMINATION

Dissemination of TRUE is based on the project website, social media – Facebook and LinkedIn – and several quick reference documents providing information about the project development and its achievements.

The social media encompasses one hundred posts that have attracted so far more than a hundred followers and nearly eight thousand impressions.

The quick reference documents – available at the Communication and Dissemination section of the project website – include two Project Newsletters, one infographic and two brochures

PARTNERS

The TRUE Project is implemented by a multidisciplinary and highly complementary consortium of 8 entities representing 7 EU countries: Maiêutica | Cooperativa de Ensino Superior, Instituto Superior de Engenharia do Porto, University of Eastern Finland, Lidi Smart Solutions, Amaris Consulting, European Blockchain Association, Eurocrea Merchant, Aintek Symvouloi Epicheiriseon Efarmoges Ypsilis Technologias Ekpaidefsi Anonymy Etaireia.

PROJECT COORDINATOR

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PROJECT OFFICIAL CONTACTS

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Linkedin: https://www.linkedin.com/company/trueproject-erasmus/

PROJECT ID

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TIMELINE

The project is to run for three years, from November 2020 to June 2023

Contact Information

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PARTNERS

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