



experimental  
school  
environments

## **experimental school environments**

Esprit, the European Commission's IT research programme, will provide up to 13 million ECUs for projects that aim at exploring new, visionary paradigms for learning in schools. Focusing on early learning, typically in the age range 4 to 8, ESE will look at the development of key skills such as creative problem solving, self-expression, working in teams and above all learning to learn, making learning a fun and engaging experience through innovation in technology.



The educational tools or environments designed to enable new approaches to learning could be based on new types of devices, artefacts, environments, that support interaction with one or more senses. The tools could be portable, wearable or sharable, and could have toy-like or game-like characteristics. With ESE, Esprit hopes to bring together schools, children, teachers, educationalists, technologists, IT industries, publishers, toy-makers, artists, designers etc.



Projects launched under the ESE call will be encouraged to interact and will benefit from a range of i3net services. i3net, the European Network for Intelligent Information Interfaces, already provides services for thirteen cooperating projects which began work in the summer of 1997.

Additional details on the ESE initiative can be obtained at <http://www.i3net.org/schools/> or from the Esprit Long Term Research unit, by contacting either Norman Sadeh  
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