

Would you like to learn more about European projects?

Would you like to join a European Social network?

Would you like to use a new generation of e-learning platform?

Join BONY network!

BONY Consortium:

Project coordinator:

- P.M.F. S.r.l., Catania, Italy. Project coordinator (www.pmfonline.net)

Partners:

- INK Catalunya, S.A, Barcelona, Spain (www.inkcat.es)
- C.N.R. I.S.T.C., Roma, Italy (www.cnr.it)
- IDEC S.A., Pireaus, Greece (www.idec.gr)
- 4system Polska Sp. z o.o., Zielona Góra, Poland (www.4system.com)

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Education and Culture DG
Lifelong Learning Programme
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Education and Culture DG
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BABYLON & ONTOLOGY

The European Educational Social Network

Babylon & ONTOLOGY: Multilingual and cognitive e-learning Management System via PDA phone.
Funding Programme: Lifelong Learning Programme 2007 - Multilateral project - Key Activity 3 - ICT.



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BONY Objectives

The aim of the project is to develop a new generation of Learning Management System, able to create multilingual formative schemes designed on specific users' needs.

BONY Consortium is applying the Semantic Web technology into the collaborative e-learning field, by creating an e-course on Project Cycle Management. This e-course addresses project managers who want to specialise their existing knowledge and to learn more on specific subjects in relation to the international domains they operate into, but it also targets beginners in European Project Management.

Project period:

Start: 01/01/2008;

End: 31/12/2009.

BONY E-learning New Generation

The core technology exploited by BONY is based on the most recent advancements in Artificial Intelligence, Social Networks and ICT technologies:

- Adapted to users level, behaviour and language: BONY system allows users to find and to learn the units strictly requested and necessary to achieve their training experience. BONY supplies a multilingual access to information (English, Italian, Greek, French, Spanish, Catalan, Polish, German, Hungarian, Slovakian, Czech).
- A Collaborative System: BONY is a collaborative environment for users as they integrate the given educational content with updates and specific inputs and experiences.
- Semantic Web:

BONY involves an ontological approach to knowledge and an interconnection among formative content and interactive multimedia thanks to the semantic web methodology.

- PCs, PDAs or other Mobile devices:

BONY e-learners' community will interact using a PDA phone (or other devices such a PCs or a laptops).

- Social Network:

BONY is a social network where users can play a double role of students and/or teachers according to theirs skills and requirements. BONY provides a social network of experts fully dedicated to European cooperation in the domains of research and project management.

BONY use case

We can imagine a Greek trainee moving to Italy for a training experience as a project manager assistant within an Italian enterprise. Our trainee may need formative units regarding Project Cycle Management and also an Italian language course.

BONY will automatically generate a linguistic and professional entry test (user's behaviour modelling). Once the system has identified trainee's knowledge level, it will suggest appropriate units about Project Cycle Management in the desired language (multilingual access). The user can select pertinent units, expressing preference on topics offered and then start to learn (learning phase).

As soon as the user feels ready to test his new skills, BONY virtual tutor will automatically generate appropriate multi-answer tests on the basis of consulted units. The system will then suggest other units (access to upper skill level) accordingly to tests results and precedent user's manifestation of interest, and so on (human-machine interaction).

Thanks to the Social Network, the user can be supported by a "recommended" specialist: in exchange he can share his professional or linguistic skills.