

The SELCERT **Digital Resource Center**, accessible at <https://selcert.app-host.eu/>, serves as a comprehensive Digital Resource Center dedicated to enhancing the skills of trainers in synchronous electronic learning environments. It offers a variety of tools and resources aimed at improving engagement, communication, collaboration, and customization in online education.



The SELCERT platform's homepage features several main categories designed to support trainers in synchronous electronic learning environments:

1. **Platforms:** This section provides information on various digital platforms that facilitate online learning, offering tools and features to enhance the virtual classroom experience.
2. **Icebreakers or Energizers:** Here, trainers can find activities aimed at engaging participants, fostering interaction, and creating a dynamic learning atmosphere during sessions.
3. **Quizzes & Multiple-choice Questions:** This category offers resources for creating assessments that help in evaluating learner understanding and reinforcing key concepts.
4. **Online Brainstorming:** Tools and techniques in this section assist trainers in facilitating collaborative idea generation and discussion among participants in a virtual setting.
5. **Online Evaluations:** This area provides methods and tools for conducting evaluations to assess learner progress and the effectiveness of the training sessions.
6. **SELCERT Tools:** A collection of proprietary tools developed under the SELCERT project to further support trainers in synchronous electronic learning.

Digital Tools



Platforms



Icebreakers or Energizers



Quizzes & Multiple-choice Questions



Online Brainstorming

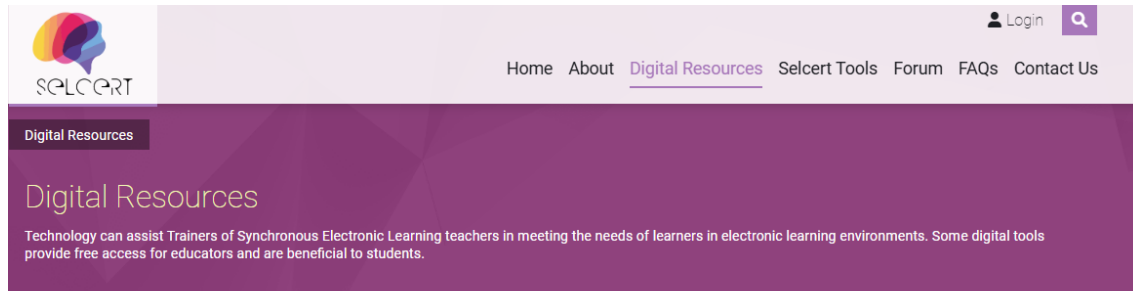


Online Evaluations



Selcert Tools

In the Digital Resources section, the platform categorizes its offerings using a wide range of tags that address various aspects of online teaching and learning. These tags include themes like **Interactive Learning, Creativity, Engagement, Assessment, Collaboration, Accessibility, Customization, Project Management, and Virtual Classrooms**, among others. Each tag represents a specific focus area, helping trainers explore tools and methods tailored to their teaching objectives. The tagging system, covering additional categories to accommodate evolving educational needs, ensuring that trainers can discover resources suited to their diverse requirements in synchronous and asynchronous learning environments.



Digital Resources > Platforms | Icebreakers | Quizzes | Group work | Evaluations

Filter tags with counts:

- All: 17
- Interactive Learning: 17
- Creativity: 15
- Engagement: 14
- Assessment: 8
- Collaboration: 7
- Accessibility: 6
- Customization: 5
- Project Management: 4
- Virtual Classrooms: 4



EdAPP

EdAPP is a mobile-first learning platform that introduces a better



Kahoot

Kahoot is a tool that delivers and presents questions to students. It is



Flippity

Flippity is an online simple way to create interactive games or tools to



Wordwall

Wordwall is an online tool for creating learning activities.



Classcraft

Classcraft is a free online, educational role-playing game that teachers and students play together in the classroom.



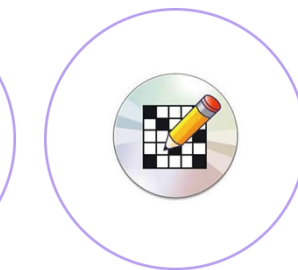
Socrative

Socrative is an interactive web-based student response system that help teachers to evaluate, stimulate conversation and learning through polls and quizzes.



EdApp

EdApp is a mobile training platform. A better mobile LMS & integrated authoring tool designed for today's digital habits, delivering more engaging and effective microlearning directly to your users' devices, anytime, anywhere.



Crossword Compiler

Crossword Compiler is an online word search, sudoku, crossword puzzle maker software for Windows. An easy way to build crossword puzzles in different languages.

The **SELCERT Tools** section provides a dedicated space featuring proprietary tools developed under the SELCERT project to enhance trainers' effectiveness in synchronous electronic learning. Among the tools are interactive games designed to engage participants and promote learning through play. The Bouncy Game is a multiplayer shoot-'em-up game where each player competes individually, fostering quick thinking and reflex-based interaction. The Race Game is a collaborative, team-based activity where participants form groups, and each group controls a car in a race. The Quiz Game is a live multiple-choice question challenge where participants answer in real-time, with top performers prominently displayed.

Bouncy Hunter
Play the Game - Manual

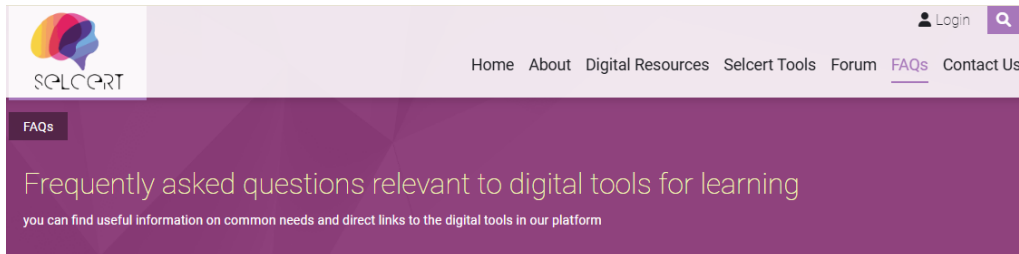
Race Game
Play the Game - Manual

Quizze
Play the Game - Manual

Int the Forum educators can discuss best practices, share experiences, and seek advice on various aspects of online teaching.

Category	Topics	Comments	Activity
Engagement Strategies This category focuses on techniques and methods to enhance learner engagement in online training, ensuring that adult learners remain motivated, participative, and actively involved in their learning journey.	3	3	10/8/2024
Collaboration and Team Learning This category emphasizes the significance of collaboration in online learning environments, focusing on tools and strategies that foster teamwork and social interaction among learners.	3	3	10/9/2024
Customization and Accessibility This category addresses the need for tailoring online learning experiences to meet the diverse needs of learners, ensuring accessibility and personalization in training programs.	3	3	10/9/2024
Assessment and Feedback This category focuses on methods for assessing learner progress and gathering feedback, highlighting the importance of using data to inform instructional decisions and improve training outcomes.	3	3	10/9/2024
Project Management and Challenges Explore how collaboration tools enhance team-based learning in virtual environments. Discuss the benefits, challenges, and ways to encourage effective teamwork using digital platforms.	8	8	10/9/2024

The **FAQs** section features a comprehensive list of frequently asked questions, offering quick answers and practical guidance on common challenges encountered in digital teaching and learning. Each answer is thoughtfully linked to specific tools from the Digital Resources section, providing visitors with direct access to recommended solutions. This integration helps trainers efficiently address their needs by connecting their questions to relevant tools, streamlining the process of finding effective resources for their synchronous electronic learning environments.



- Which tools can I use for adult learners who are not very IT literate?
You can use tools with tags like Collaboration and Accessibility. These tools typically offer user-friendly interfaces that make navigation easy for learners with limited tech skills.
- How can I create engaging quizzes for my training sessions?
- What tools can I use to facilitate real-time collaboration among my learners?
- Is there a tool that helps with creating presentations and engaging content?
- How can I assess my learners' understanding during a course?
- Which tools are best for visual learners who prefer diagrams and mind maps?

The platform is accessible and has tools for adjusting to the different needs of the visitors. It is also responsive so it can be also viewed from mobile devices.

