



Erasmus+



Digital Fashion Project

Collaborative Online International Learning in Digital Fashion

User manual

Moodle E-learning platform – version 1.0

<https://www.digitalfashionproject.eu/e-learning.php>

<http://www.advan2tex.eu/portal/>



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For user accounts on Moodle e-learning platform please send email to national coordinators according to point C. Contact

A. Introduction

This user manual describes the access and work modality with the Moodle e-learning platform and the Open Educational Resources of the Erasmus+ Digital Fashion project: “Collaborative Online International Learning in Digital Fashion”, no. 2021-1-RO01-KA220-HED-000031150.

The DigitalFashion project enables education providers to provide new digital training methods, allowing students and professionals to quickly master key technologies for the design and production of customised products in a virtual environment and fully make use of the knowledge in the entire supply chain.

The project aim is to bridge the existing gap of digital skills in fashion by introducing new teaching and learning methodology for digital fashion co-design in a virtual environment.

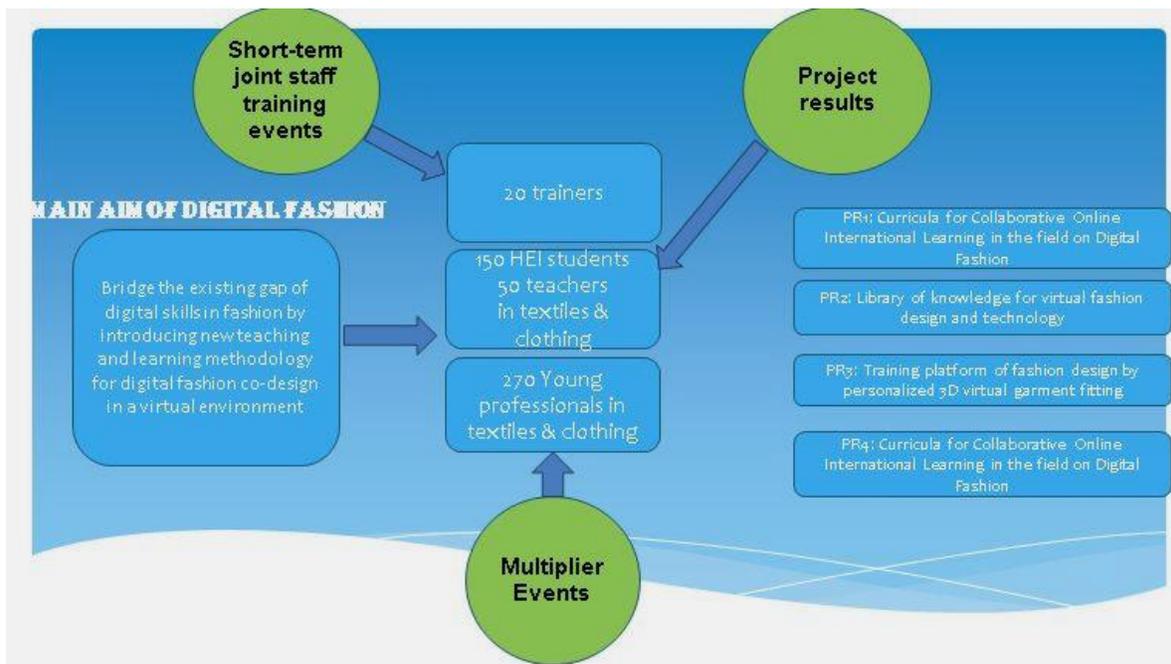


Fig. 1 – The project structure & indicators

The project results are:

- R1 - New methodology for a common framework on collaborative online international learning in the field of digital fashion.
- R2 - Library of knowledge (the 3 databases) for virtual fashion design and technology.
- R3 - Training platform of fashion design by personalized 3D virtual garment fitting.
- R4 - Curricula for collaborative online international learning in the field of digital fashion.

B. The Open Educational Resources of DigitalFashion

1. Overview

Main result of DigitalFashion is the Simulation platform. The Simulation platform allows fashion students and fashion teachers to design together, in an interactive way, a garment for a specific customer. The special requirements of the customer for the garment is communicated via the platform and taken into account in the final design. The Simulation platform has open access with registration at URL: <https://digitalfashion.ensait.fr/login> .

This Simulation platform uses four databases:

- The fabric database
- The garment database
- The 3D human avatar database
- The fashion database

Based on the four databases, the project partners have elaborated a course with 6 basic modules. The modules are tackling the concept of each database in detail. This course was afterwards implemented in e-learning format on the Moodle e-learning platform.

The DigitalFashion Moodle e-learning platform (<https://www.advan2tex.eu/portal/>) was firstly configured within the Erasmus+ project Advan2Tex 2014-1-RO01-KA202-2909. It includes at this moment the

Open Educational Resources (OER) of five Erasmus+ strategic partnership projects (Table 1).

Table 1 – The 5 Erasmus+ VET projects with OERs

Acronym/ Logo					
Title	E-learning course for innovative textile fields	Matrix of knowledge and competitiveness in textile enterprises	Smart textiles for STEM training	Software tools for textile creatives	Collaborative Online International Learning in Digital Fashion
Idea	VET of young professionals by advanced modules in textiles.	Support of innovation within textile enterprises by new R&D solutions	Supporting learning of basic disciplines by smart textile prototypes for practical VET	Support HEI students and young professionals in textiles by software for design and modelling	Train HEI students and young professionals in virtual prototyping of clothing
Duration	2014-2016	2016-2018	2018-2020	2020-2022	2022-2025

The e-learning platform is a Moodle e-learning platform.  Moodle <https://moodle.org/> is an open-source e-learning platform under a GNU license. The description of the DigitalFashion e-learning platform is based on the Moodle working modality. Please find general aspects regarding this working modality on the Moodle website: https://docs.moodle.org/30/en/Main_page . For this reason, this user manual only indicates schematically the procedure of working with the <https://www.advan2tex.eu/portal/> e-learning platform.

2. Access to the course

The procedure to login on the DigitalFashion e-learning platform:

- Access the URL address www.advan2tex.eu/portal/ or the project website <https://www.digitalfashionproject.eu/index.php> - TAB e-learning
- **Log in with the username and password provided by the national coordinator.**
- Select the national course you have been enrolled to, on the left block of the platform page.

Navigate through the e-learning course as follows:

- **Books with the content of the module:**
 - Navigate back and forward with the arrows
 - Jump at a certain chapter/ subchapter of the modules by clicking on the table of contents on the right side of the page.
- **Presentations with synthesized content in PDF format:**
 - Just click on the file
- **Quizzes with multiple choice questions:**
 - Enter a quiz several times for self-training, after having read and learned the module's content.
- **Forum and chat:**
 - Enter the forum to put questions to your lecturer, or
 - Enter the chat room to chat with other colleagues on the course's topics.

3. Structure

The DigitalFashion e-learning course is conceived in 6 national languages – English, Romanian, French, Slovenian, Dutch and Portuguese.

The e-learning course is structured in Topics format: each module is one topic. For each of the 6 modules of training in virtual prototyping, the course includes:

- I. Modules in Book format
- II. Presentations in PDF format with the synthetic content of the module.
- III. A Quiz activity for self-assessment and final multiple choice questions with one question and 4 possible answers.

In order to access the book of the module fashion database please click on the required module (Fig. 2), where following elements are available: the first page of the module with the learning outcomes (Fig. 3), the introduction of the module (Fig. 4) as well as the main content of the module fashion database (Fig. 5). All these subsections can be accessed by clicking the *Next (arrow shape)* button.

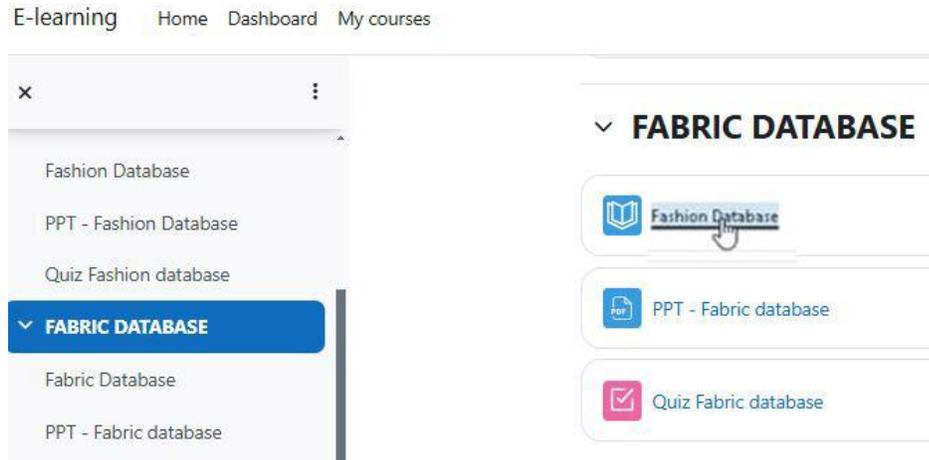


Fig. 2 – The access of modules

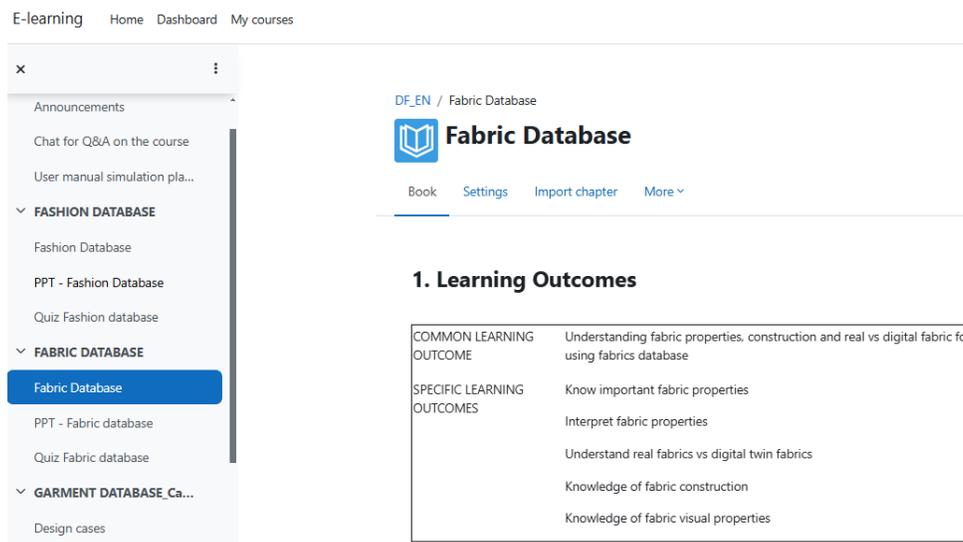


Fig. 3 – Learnings Outcomes section

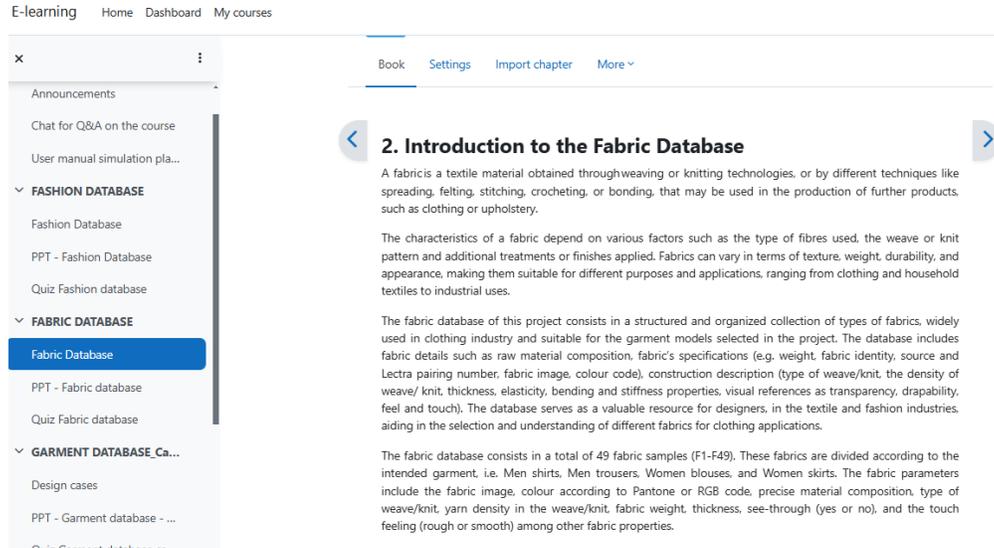


Fig. 4 – Introduction section of the modules

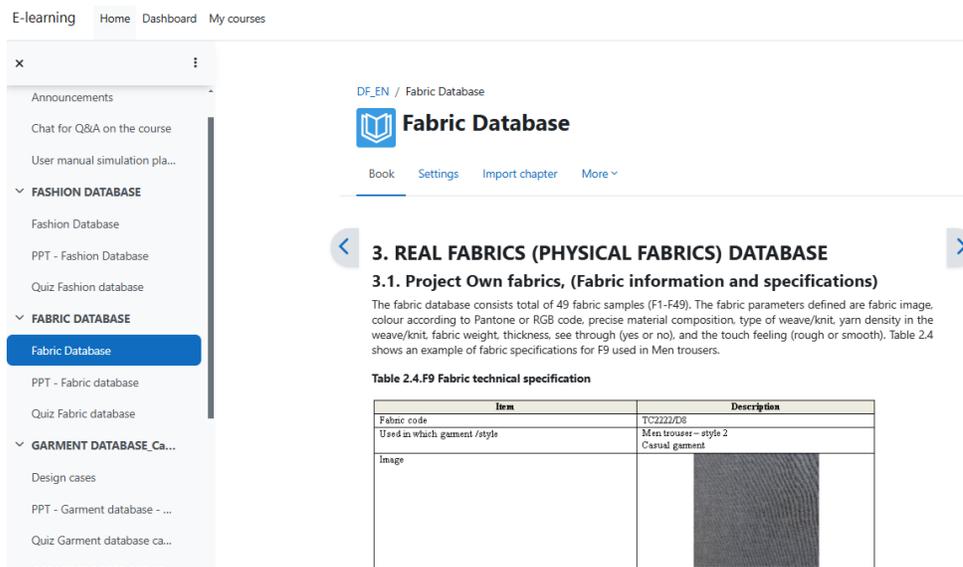


Fig. 5 – The main content of the module

In order to get back to the course from either resource, click on the link from above with the language variant of the course in it (DF_*course_language*) or click on the desired link from the menu placed on the left side of the page (Fig. 6).

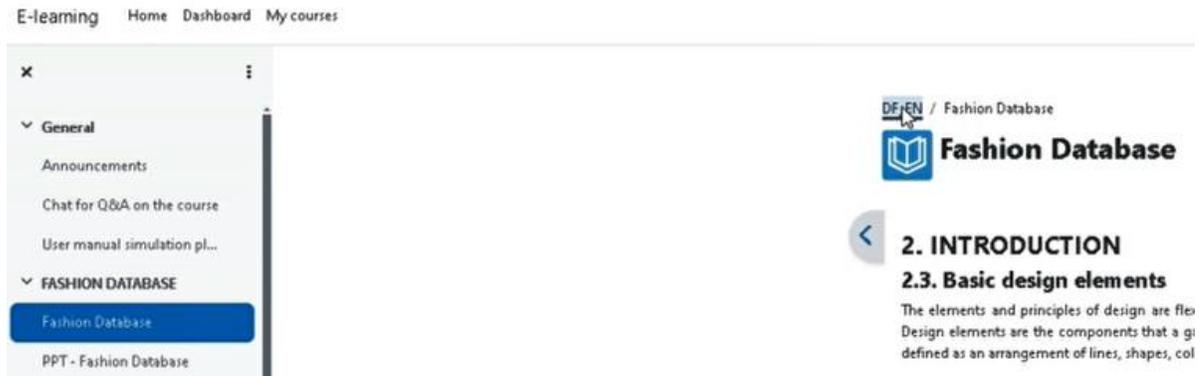


Fig. 6 – Access a new resource of the course

In order to access the synthetic content of the module, click on the link placed under the module link, named PPT_*[module_name]*).



The self-assessment test is formed of questions with each four answers and one correct answer (Fig. 7).

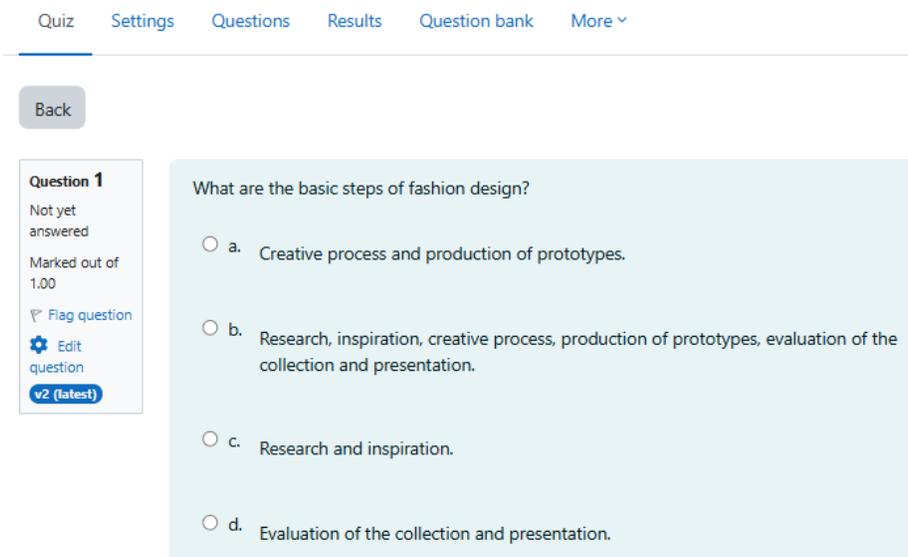


Fig. 7 – Print screen of the Quiz

Communication between tutors and trainees can be performed by 2 methods:

- the synchronous modality of the chat for asking a question using the *Chat for Q&A on the course* section (Fig. 8).

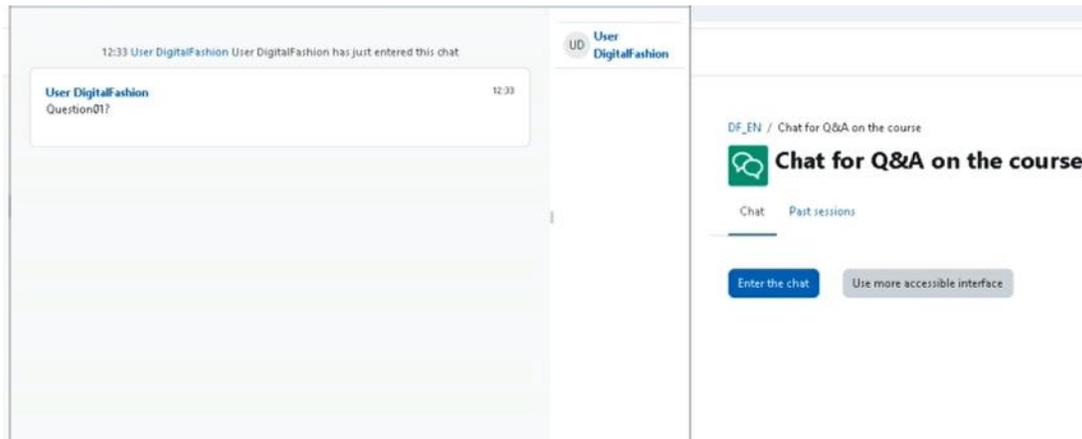


Fig. 8 – The chat section

- the asynchronous modality for posting an announcement on the forum using the *Announcements* section (Fig. 9).

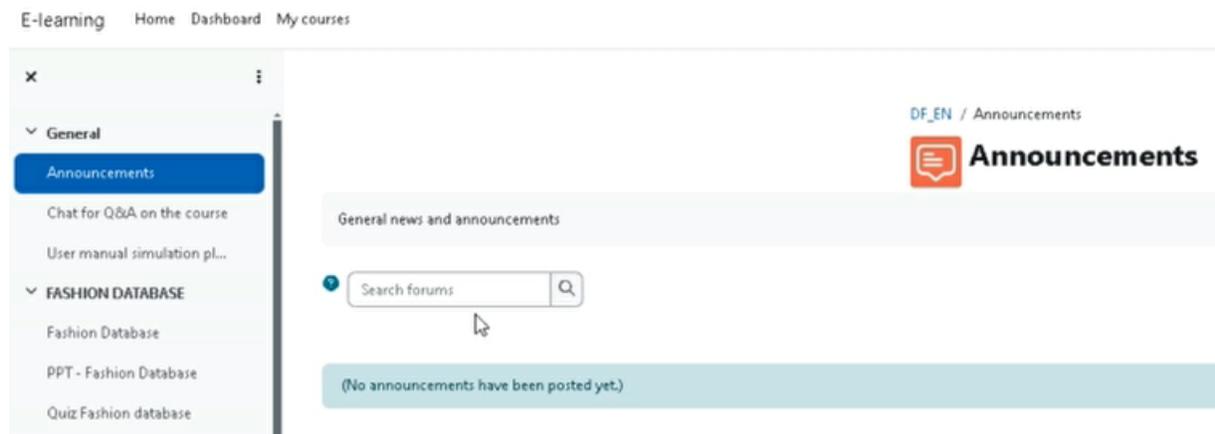


Fig. 9 – The *Announcements* section

C. Contact

For assigning to an e-learning course or regarding any question on the working modality of the e-learning platform, please contact the national coordinator of the DigitalFashion project.

The DigitalFashion project's partners have the following contact details:

	Institutul National de Cercetare-Dezvoltare pentru Textile si Pielarie Romania	www.incdtp.ro/ razvan.radulescu@incdtp.ro catalin.grosu@incdtp.ro
  Université de Lille	Ecole Nationale Supérieure Arts Industries Textiles France	www.ensait.fr xianyi.zeng@ensait.fr xuyuan.tao@ensait.fr
	Hogeschool Gent Belgium	www.hogent.be alexandra.deraeve@hogent.be consmin.copot@hogent.be
 University of Maribor	Univerza v Mariboru Slovenia	www.um.si/fs/ andreja.rudolf@um.si tadeja.penko@um.si
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