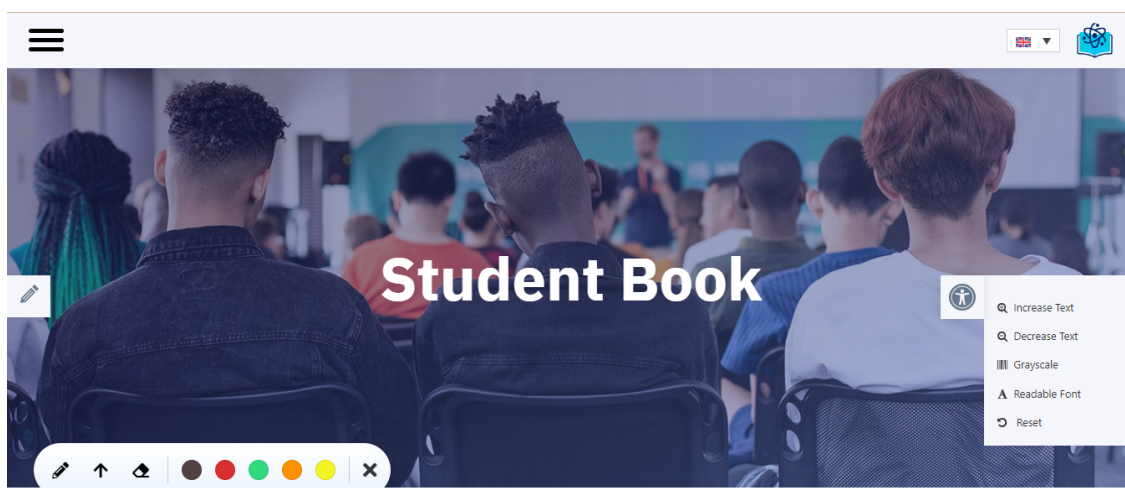# WHEN EDUCATION BECOMES INTERACTIVE AND INCLUSIVE

For some time now, the importance of a resource that can complement teaching methods at school, that can support students and teachers, has been discussed

We present the **Multimedia version** of the **Student Book** of the **ARphymedes Plus** project.

This interactive format aims to ensure that all students can **fully participate** in learning, to make education inclusive, i.e. to ensure that every student feels valued and respected and can enjoy a **genuine** sense of belonging.

The aim of the project, and thus of the entire partnership, is to minimise the obstacles and difficulties faced by students with **special educational needs** by raising the urgent need to adapt personalised learning plans, methods and tools.

The **e-Student Book** is being developed, built step by step, and will be available in three languages: English, Slovenian, Slovakian.
It is designed to accommodate the best student support tools. Through the use of these tools it will be possible:

- Enlarge/Reduce text
- Write/draw and erase as in a notebook
- Improve readability of text
- Using greyscale

A **crucial combination** of tools and resources that will enhance the educational experience through the integration of media, apps and **augmented reality** (AR) in the classroom so that everyone can express their potential and talents, adapting outcomes to the needs of students with special educational needs and teachers, and guiding learning scenarios in contexts of **diversity**.

It is essential to **imagine** a more **inclusive** and **innovative education** by taking action and sowing the seeds of new learning experience.

Are you on board?

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