

MaFEA

Overview of tool

ThingLink

MaFEA – Making Future Education Accessible
PR2 – Guiding successful adoption



Funded by
the European Union



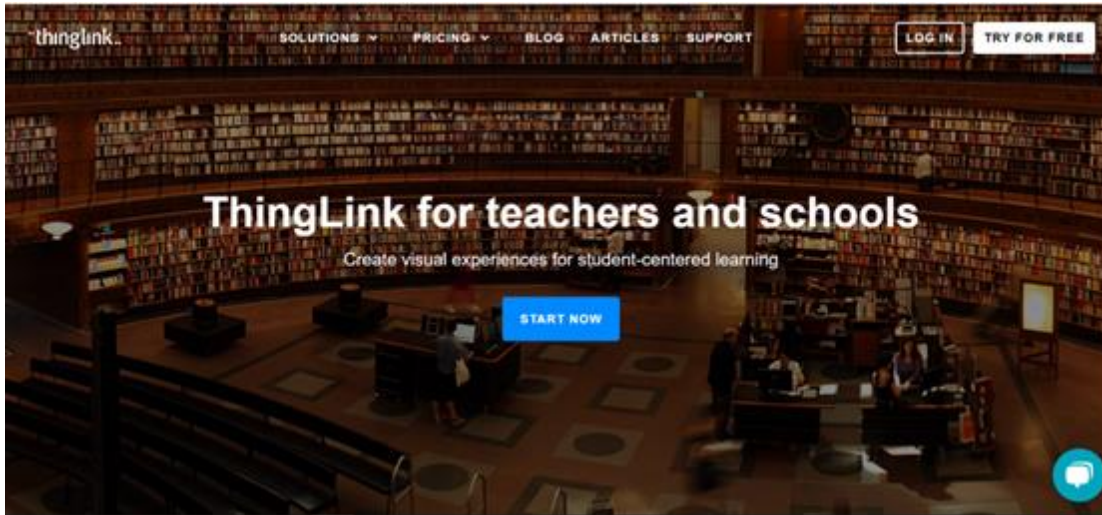
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What is ThingLink technology in the MaFEA project?

The MaFEA project has been using:

→ [ThingLink](#)



Why was ThingLink selected as a tool for MaFEA?

ThingLink offers an easy way to create interactive audio-visual learning materials that are accessible in every web browsers.

The ThingLink platform was selected due to these reasons:

- easy to use for both students and teachers
- usable in any device tablets/phones/computer.
- creating interactive projects outside the classroom
- many different ways to create digital content (360 tours, learning scenarios, 3D models etc).
- many ways to share content with students? (link, VR, QR-code, embed, combine into learning scenarios, LMS integration)
- analytic tools

Learning goals that could be addressed

- To create interactive visual content that allows students to explore and analyze complex images, graphs, and diagrams. This can help to improve their ability to interpret and understand visual information
- to create collaborative projects that require students to work together to create interactive content



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- to create interactive tutorials or learning trajectories that allow students to learn at their own pace
- 3D models use in interactive lessons

Tutorial links

- Creating and logging into a ThingLink account
- Creating folders in ThingLink
- Inviting a teacher or student into a ThingLink organisation
- Taking 2D and 360 photos for use in ThingLink
- Creating 2D and 360 content in ThingLink
- Creating a Scenario in ThingLink
- Creating 3D model content in Thinglink
- Utilizing ThingLink content settings and cloning settings

Lesson plan links