

CYPRUS

CASE STUDY Nº 2

PAPER B

**ASOCIACIÓN DE ALUMNOS Y EXALUMNOS DE
LA UNIVERSIDAD PERMANENTE DE ALICANTE
ALICANTE - SPAIN**



WHY NOT TRY? / IT WOULD BE A GOOD IDEA TO ...

Catching the attention of seniors with technology resources supported in mobile devices, mainly with a playful aim (Examples: basic games online, memory tests, physical exercise, videoconferences and social networks).

Training a group of volunteers to get involved at a later stage in the development of education and activities.

The aim is to make the volunteers act as monitors who share their acquired knowledge with other seniors. We want them to learn how to contact their family through e-mail or videoconference, to play online, look up useful information about daily life or to use social networks.

The creation of a digital platform would be an ideal device to coordinate the tasks of the volunteers; it could be an important support and space to solve their doubts and the ones of the users, and also to coordinate the available materials to download. (Example: <http://www.universidadpermanente.com/iniciativas/en/euconet>).

Internet makes possible social inclusion and avoids the isolation of the elder.

Learning with people of the same range of age will facilitate these tasks because it is easier to convince a senior if he receives the proposal from a person in his/her same situation (age, sex, address). (Example: <http://bigscreenlive.com/>).

NECESSARY CONDITIONS: MATERIAL / PLACE / TIME

- Counting on the collaboration of technology companies to provide resources (for example, mobile classrooms in buses) through agreements between institutions and social entities.
- Training courses for volunteer monitors and users.
- Creating a digital platform to coordinate the classrooms.
- Relying on committed and trained volunteers, something essential for this task.
- Encouraging and promoting the use of mobile devices because of their low price.
- The spreading will be made through leaflets and posters distributed in strategic and key points: stores, coffee shops, churches, adults centres, social centres, associations, etc...

POSSIBLE OBSTACLES

- Illiteracy.
- Fear caused by displeasure and lack of trust in IT.
- Lack of volunteers.
- Lack of support from companies and institutions to provide the action without costs for the organizers.
- Unacceptable cost of devices for personal use of the user (mobile phones, tablets, computers).

ILLUSTRATION

