



Dennis Gabor College
International and Project
Office

Budapest, Mérnök utca 39.
1119 Hungary
+36 1 206 2010
erasmus@gdf.hu

TALOE



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TIME TO ASSESS
LEARNING
OUTCOMES
IN E-LEARNING

Time to Assess Learning Outcomes in e-learning - new project was launched in Porto in January. The main goal of the project will be to provide a practical

tool that, based on the learning outcomes of an online course, will suggest an adequate e-assessment strategy. This web-based tool will help the teachers organize and select the appropriate assessment methods.

As a participant institute, Dennis Gabor College is responsible for the work package Quality and Evaluation Management—lead by Dr. László Komáromi.

International Day

The first International Day at Dennis Gabor College was held on the 2nd of April.

In the spring semester 18 international students are studying at DGC; 7 young men from our partner university, Groupe ESAIP, Angers, France spend their Erasmus mobility period in Budapest and 11 students from Brazil – under the framework ‘Science without Borders’ programme, supported by the Brazilian state – attend courses and language classes.

The programme started with the presentations of former Erasmus students who talked about their studies and experiences abroad. The audience – students and staff of DGC – were also informed about the changes and opportunities of the new Erasmus+ programme.

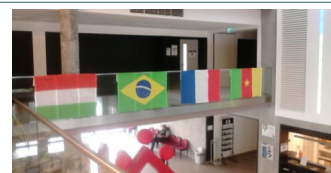
The main event of day was the

presentations of our local and international students.

After a short video about Hungary presented by the College’s Student Union, the participants got an insight to the works of the 3D Graphics and Animation Student’s Workshop.

Students of Groupe ESAIP introduced their university and Angers, as well as the famous cities of Marseille and Paris, and the audience could even enjoy a little African atmosphere during a presentation of Cameroon.

The last two vivid presentations introduced famous Brazilians and the culture, nature and history of the South American country.



The programme continued with a giant board game with questions in international topics; four teams competed for the first prize.

The International Day ended with the ‘Nation’s Cuisine’. Students made national food; ratatouille and quiche from France and desserts from Brazil; Hungarian specialities, gulyás, rétes and pogácsa was provided by the restaurant operating in the building of the College.

The enjoyable day was a great success, and hopefully more similar events can be held in the following years with the participation of growing number of international and Hungarian students.



Tradigital Media Marketing & Online Business With Social Media

DGC has taken part in TRADIGITAL MEDIA MARKETING & ONLINE BUSINESS WITH SOCIAL MEDIA Erasmus Intensive Programme organised by TAMK (Tampere University of Applied Sciences) and held in March 29-April 10 in Virrat, Finland.

DGC has delegated 3 students (in person: Szabina Gyurok, Judit Tövissy, in video message: Orsolya Bakányi) and 2 staff members (Sándor Kaczur, Attila Friedel).

The whole programme, organised by TAMK coordinator and Head of Marketing Department Ms. Pirkko Varis, hosted 54 international students and 18 university staff members. The teachers and students from different countries were given the task to prepare a 30 minute presentation on topics related to those of the IP. They also introduced their country and university during this time.

While participants had lectures

during the day, they also participated in workshops in the afternoon. DGC staff members completed their presentations on April 2nd, with their respective titles ‘Efficiency of algorithms for finding prime numbers’, and ‘Talent management in Dennis Gabor Talentpoint’. Our teachers’ workshop was in April 3 and April 4, the title was ‘Logical game programs in Java applet’. DGC Students held their presentation on April 4th, with the title ‘About Web Accessibility – Advice and good practices’. The following four workshops were organised for the IP:

1. Digital, mobile, social media and internet in marketing, brand loyalty, integrated marketing communication & CRM

2. Workshop on social media communication

3. Marketing in Virtual Worlds

4. The customer journey, logical game programs & cross-cultural issues in social media

During the workshops, students were faced with completing a project and prepare a presentation for the final day of the IP. DGC students attended workshop #3 and took part in the development of a 3D game for the Oculus Rift Virtual Reality Tool.

Group activities also involved sightseeing, visits to a local zoo and experiencing traditional Finnish sauna culture, and even karaoke nights.

Written by Judit Tövissy

