L2C Learning to Collaborate

WHAT'S L2C ABOUT?

L2C- Learning to Collaborate- is an ongoing research project addressing the design of effective immersive simulation-based learning experiences supporting the development of collaboration competencies both at the individual and organizational level. The key characteristics of such advanced learning tools are:

1) The adoption of simulation design principles underlying learning experiences which are currently extensively deployed to train managers, engineers and decision-makers in the majority of top business schools (MIT, Stanford, CMU, etc).

2) The integration of psychological, motivational, cognitive, organizational, cultural and technological factors and models affecting the success or failure of collaboration into the modeling of a set of virtual characters with whom learners can interact dynamically within a challenging and realistic collaboration scenario.

OUR OBJECTIVES

An innovative framework (Advanced Collaboration Dynamics and Technologies - ACDT Framework) addressing the effective development of collaboration competencies

A set of widely deployable, advanced, interactive and experiential technology-enhanced solutions (“ACDT Simulation Games”) guaranteeing the effective understanding and internalization of (1) cognitive, motivational and attitudinal factors, (2) complexity of knowledge integration processes and distributed, ICT-supported teamwork, and (3) management competencies determining the success or failure of collaboration dynamics in diverse and distributed contexts.