**COOPER**

**Body:**

The COOPER project is dedicated to supporting long-distance cooperation of teams of students working on complex projects in the following learning environments:

a. Graduate (or post-graduate) university studies involving students and lecturers participating in focused projects (e.g., masters or specialization courses) coming from different institutions and backgrounds;

b. Company universities and company training, involving multi-national participants coming from company’s sites or customers which are world-wide dispersed, participating in the launching of new product or technology, or in product- and project-centred training.

Stemming from these requirements, COOPER will develop and test a model-driven, extensible environment that supports individual and collective competency building in virtual teams, whose members are geographically dispersed, have different backgrounds and competencies, working together in projects to solve complex problems. The project will achieve this goal by focusing on and providing the following results:

- Create a reference model for cooperative teamwork processes;
- Create interoperable and validated pedagogical scenarios and assessment strategies;
- Create and test tools to support knowledge co-construction, sharing and re-use;
- Create a common COOPER software platform in which these models, scenarios, strategies and tools are integrated;
- Gather requirements as well as pilot results and evaluations in representative case studies.

All results delivered by the project will contribute to forming a protected, shared COOPER environment, that will be easily deployed over any University's or Company's Intranet. The COOPER environment will feature the use of advanced technology (e.g. voice over IP) provided by two small SMEs at the forefront of EU innovation edge.

**Logo:**

![COOPER Logo](attachment:image)

**Project abstract:**

COOPER is dedicated to develop and test a model-driven, extensible environment that supports individual and collective competency building in virtual teams, whose members are geographically dispersed, have different backgrounds and competencies, and are working together in projects to solve complex problems.

**Project duration:**

**Research Area:**
Intelligent Access to Information

**Status of the Project:**
Bibsonomy show project publications: 0
Bibsonomy use tabs to list publications: 0