ITonboard

IT community onboarding programme:
vocational orientation for young people.
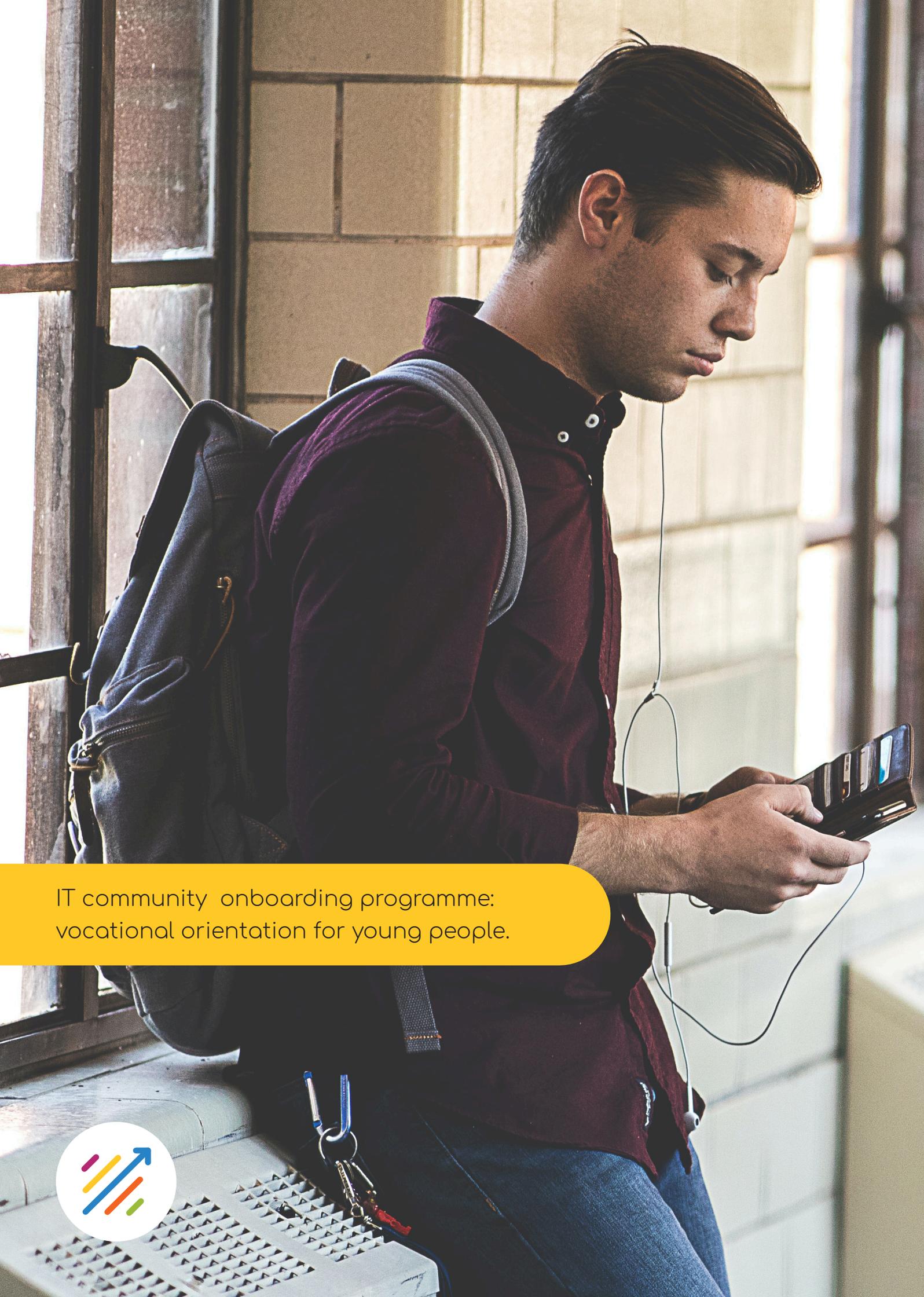
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What is ITONBOARD?

ITONBOARD introduces young people to IT career orientation possibilities with a focus on open source software communities.

The project components interlock seamlessly with one another and guide students from their first playful contact with IT-related topics to the final community onboarding.

For students, teachers and IT companies

Students are first playfully familiarized with the basic ins and outs of careers in the IT realm & can use e-learning to obtain further information

Teachers are provided with the tools they need to carry out IT career orientation initiatives using innovative and engaging methods.

European IT companies are encouraged to offer internships. Facilitation of contact between IT companies offering internships and young people looking for them is provided via an online internship exchange.

Escape games in schools

We developed an escape game to be used in vocational orientation for students from 12 to 16 years old. Within the game, typical job situations and knowledge about IT professions can be experienced and acquired. Professions in web development as well as the concept of open source are presented to the players.

Objectives and target groups

The escape game is the door opener into the ITONBOARD program.

We want to enable playful access (gamification) to the professional field of IT through a low-threshold experience format. The primary target group are teachers at general education schools (secondary level I and II).

Our goal with the Escape Game is to create a particularly motivating teaching met-hod (known as "Digital Breakout" or „Edu Breakout"), with a focus on promoting skills in social and communicative areas.

How does the Escape Game work?

Within a given time limit (60 minutes), your students decrypt codes for (digital or real) locks with digital and real-life puzzles in the classroom.

The key to success in the game: good communication and division of labor in the team. The game can be played with groups of 10 to 30 participants with minimal use of resources by the organizing teachers.

In addition to the digital Escape Game platform that guide teachers through the organization of the game and contain digital puzzles and video clips, there is also some analogue game material (locks, puzzle material, etc.).

If you are a teacher and would like to play the escape game in your class,

The project week is aimed at the target group of 13- to 16-year-olds. The purpose of this module is to get them interested in the subject area at a low entry level. But even supposed experts can still learn something about the IT environment here.

Objectives and target groups

With the implementation of the project week, students are not only playfully introduced to professions in the IT sector, but also to elements of daily work in this field. In explorative units, it is thus possible to provide practical career orientation.

Teachers are relieved because the concept of the week is available and they are not the direct mediators of the learning content. The required knowledge is acquired independently, but with guidance.

The concept can be applied at any school within the framework of project weeks.

How does the Project Week work?

Within five project days, the pupils walk through a fixed weekly plan. Starting with an introduction to the field of IT, which includes intensive worksheet research on four main occupational fields related to project management, development and design, the collected information is finalised into a presentation.

Furthermore, the terms „project" and „team" are discussed in more detail and the challenges of project planning are practised by way of example. The project that finally has to be planned is the design of a homepage on a relevant topic for that cohort. Finally, training is given on how a presentation in the IT industry, the so-called pitch, can look. If you are a teacher and would like to implement the project week at your school,

contact us: **info@itonboard.eu**

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E-Learning courses

We develop online courses (MOOCs), which are an alternative method of vocational orientation. The approach within e-learning formats is completely different from the classic and more theoretical information materials (flyers, texts, etc.). The e-learning formats will be available to everybody from anywhere at any time.

Objectives and target groups

With this project result, we would like to create a contemporary, digital and interactive knowledge transfer, around professional topics of IT and web technology and offer a holistic career orientation, free from stereotypes regarding gender-specific skills.

The long-term goal is to train and prepare a new generation of software developers, DevOps, front-end developers and IT project managers, as well as to teach open source philosophy, projects and technologies.

How does the E-Learning Courses work?

There will be four online courses available through a dedicated online learning plat-form. The courses will provide deep insights into the different professional paths in the IT sector:

1. Course: Introductory course on professional fields in the IT industry
2. Course: The professional field of the software developer
3. Course: The professional field of the front-end developer
4. Course: The professional field of the project manager

You want to use the e-learning formats for your students?

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Blended Remote IT Internships

We develop recommendations and guidelines for distance internships with short presence phases in companies with a focus on community-based open source culture. Working and learning remotely have been deeply rooted in the IT industry and especially in the open source area for decades.

Objectives and target groups

This is in direct line with the implementation goals of the "Open Source Software Strategy 2020-2023" of the EU Commission, specifically "Develop skills and recruiting expertise" and "Increase outreach to communities".

Primary target group are internship providers, like IT companies.

Secondary target group are interns who use the guidelines to get an idea of the internship.

What do we expect from the Blended Remote IT Internship?

We are breaking new ground with the concept of a Blended Remote Internship. At the moment we are collecting pieces of the mosaic from different worlds. We gain experience with digital work processes (remote work) in the IT and in free and Open Source, but we also look at processes and contributions to in-real-life (IRL) internships and e-learning.

In the blended remote Internship we assume on the one hand that a digital internship has to be structured differently than the real one and that on the other hand, presence phases are necessary in the internship.

You want to offer a Blended Remote IT Internship but don't know how?

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Internship Exchange Platform

The internship exchange platform connects internship providers and interns. At the same time, it represents (technically) the portal in which all digital IOs are brought together in an overall concept. In the onboarding process, students are guided through the portal from IO to IO to the internship.

Objectives and target groups

The portal with its integrative process will lead the onboarders to companies and internship positions via the internship exchange and will bring urgently-needed young people into the ICT industry. It is expected that the portal will be well received within and outside Europe and that it will be expanded to include countries inside and outside the EU in the next few years.

The target group of the project module are schoolchildren and students (onboarders) who will be encouraged in previous project modules to explore careers in IT. This project module will offer the final step of practical experience in an IT company. The internship providers who are the target group of project module 4 will be informed, guided and also encouraged to offer internships here.

ITONBOARD Roadmap

The project components interlock seamlessly with one another and guide students from their first playful contact with IT-related topics to the final community onboarding.

- Escape Game
- Project Week
- E-Learning Courses
- Blended Remote Internships
- Internship Exchange Platform
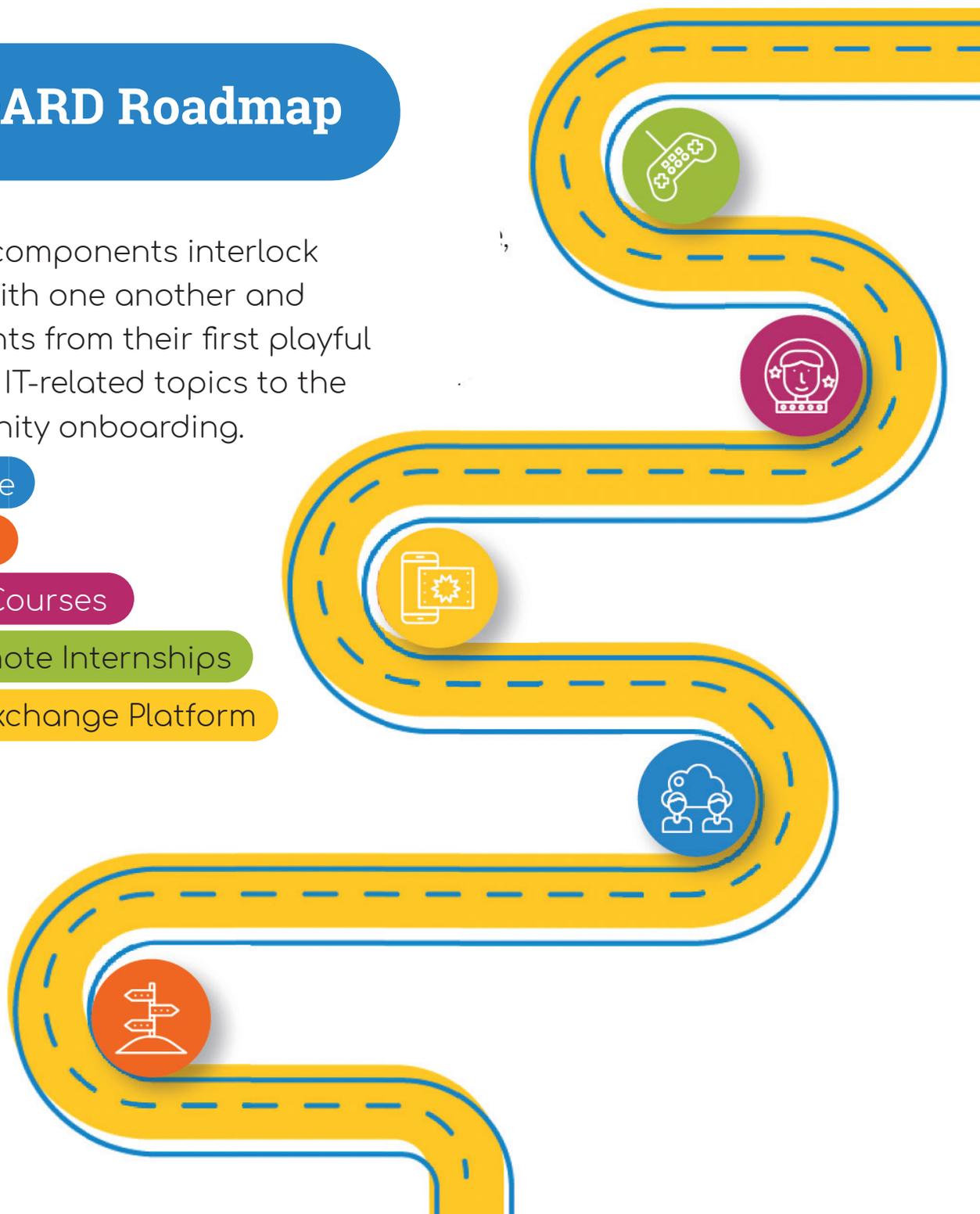
The ITONBOARD Consortium

abstract
IT Experience. Experience it.

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