

## **On line training: experiences and challenges**

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The large diffusion of the web and of related technologies (web2.0) strongly modifies the teaching context: materials and experiences can be accessed at any time and at any location (a “quite infinite” access) and freely used. The training organisation changes accordingly (collaborative work, presence of a wide set of roles like teacher, tutor, web manager, instructional designer, ...).

What is the impact of such new context to Decision Sciences and Technologies, subjects straddling between mathematical theory and real applications? Is it possible to arrange “a flexible kit of contents” capable to fit different contexts and respond to different “customer” categories (high school students, university courses, lifelong learning, professional clients)?

The author has a two-decade experience in using new technologies for training purposes. He will present a set of online experiences, serious games and workshops. A possible subject for a discussion could be the setup of an online didactical path (at the European level) based on a “shared matrix” of contents and training formats.