

ERGO Project

Educational Robotics Goes Online: Innovative teacher training towards inclusive online educational experiences in STEAM through Robotics and coding activities

ERGO eCourse Technical Design & Technical Reference Guide for Teachers

A3.2 – Technical Design of the ERGO eCourse

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Platform	https://ergo.steamera.eu/
Prepared by	Warsaw University of Technology (WUT)
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Purpose of this document. This document records the technical design adopted for the ERGO eCourse and provides a concise user reference for teachers accessing the Moodle-based ERGO learning environment.

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1 Document purpose and scope

Activity A3.2 establishes the technical structure of the ERGO eCourse and the online services that support learning, communication and collaboration. This document therefore has two purposes:

- **Part I** records the technical design adopted for the ERGO eCourse as project documentation;
- **Part II** provides a concise technical reference guide for teachers who use the ERGO learning platform.

The guide covers access, account creation, login, basic navigation, course structure, communication and support. It intentionally does not duplicate the educational content of the four eCourse modules.

ERGO Learning Platform: <https://ergo.steamera.eu/>

2 Part I – Technical design of the ERGO eCourse

2.1 Platform choice and design principles

At the second ERGO project meeting in Athens, Moodle was selected as the technical platform for the ERGO eCourse. Warsaw University of Technology (WUT) is responsible for the technical setup, maintenance of the course environment and preparation of this reference guide.

The technical design follows the WP3 concept agreed by the consortium:

- a fully online and modular learning environment;
- self-paced work supported by educational content, practical activities and reflection;
- integration of selected digital robotics and simulation tools;
- support for inclusive STEAM methodologies and gender-sensitive teaching;
- a place for teacher communication and exchange of ideas;
- integration with the ERGO webinar series and the six-month teacher-training period.

2.2 Course architecture

The eCourse is organised into four modules with a total planned workload of 25 hours. The public ERGO landing page introduces the same four-module learning path from foundations to classroom implementation.

No.	Module	Workload	Content lead(s)
1	Foundations of Online Robotics Teaching	10 h	University of Siena
2	Inclusive Robotics & Girls in STEM	5 h	Ediciones Octaedro
3	Robotics Meets Art: From STEM to STEAM	5 h	EDUMOTIVA
4	Teaching Practice & Implementation	5 h	EDUMOTIVA + WUT

The technical structure is designed to accommodate text, videos, demonstrations, interactive resources, practical tasks and reflective activities. The webinar series complements the asynchronous course and provides opportunities for live interaction with project partners and invited experts.

2.3 User access model

The ERGO platform provides a public landing page with information about the training and a direct entry point to the eCourse. Users who already have an account can log in using a username or e-mail address and password. New users can create an account through the **Sign up** option on the login page.

The current account-registration form requests:

- username;
- password;
- e-mail address entered twice;
- first name and last name;
- city/town;
- country.

The current platform password policy requires at least eight characters, including at least one digit, one lower-case letter, one upper-case letter and one special character.

2.4 Learning, communication and support services

The platform is intended to provide more than a repository of files. The technical design supports four complementary functions:

Function	Role in the ERGO eCourse
Learn	Access the four learning modules and the educational resources, practical tasks and reflective activities placed within them.
Connect	Access information related to the ERGO webinar series and live teacher-training activities.
Collaborate	Use the teacher community and course communication mechanisms to exchange ideas, discuss teaching challenges and learn from other participants.
Get support	Contact the ERGO training team when an account, access or platform problem prevents participation.

2.5 Technical responsibilities

WUT technical role. WUT coordinates the Moodle environment, course structure and technical support for WP3. Content partners provide module materials according to the agreed responsibilities, while school partners review the eCourse from the teacher/user perspective and support teacher participation during the training period.

3 Part II – Technical reference guide for teachers

3.1 Quick start

For most teachers, the complete access process is:

1. Open <https://ergo.steamera.eu/>.
2. Select **Enter the ERGO eCourse** or **Log in**.
3. If you already have an account, enter your username or e-mail address and password.

4. If you are a new user, select **Sign up**, complete the account form and follow the instructions displayed by the platform.
5. After login, open **ERGO eCourse – Educational Robotics Goes Online Teacher Training**.
6. Start with Module 1 and proceed through the course according to the training schedule and instructions provided inside the eCourse.

Tip

Bookmark the ERGO platform in your browser. During the six-month training period you will return to the same learning space for course materials, practical work, webinar information and teacher collaboration.

3.2 Creating an account

From the login page, choose **Sign up**. Complete all required fields carefully, especially your e-mail address, as it is also one of the identifiers you can use when logging in.

When creating the password, use at least:

- 8 characters;
- 1 digit;
- 1 lower-case letter;
- 1 upper-case letter;
- 1 special character such as *, - or #.

If something does not work

If you cannot complete registration or access your account, do not create several duplicate accounts. Contact the ERGO training team and include the e-mail address you used for registration and a short description of the problem.

3.3 Logging in

Open the ERGO platform and choose **Log in**. You can use either your username or your registered e-mail address together with your password.

If you do not remember the password, select **Forgot password?** on the login page and follow the recovery instructions provided by Moodle.

3.4 Entering the eCourse

After logging in, open the available course titled **ERGO eCourse – Educational Robotics Goes Online Teacher Training**. The public landing page also provides an **Enter the ERGO eCourse** button that leads to the course access point.

The ERGO eCourse is designed as a single learning journey with four modules:

1. **Foundations of Online Robotics Teaching** – foundations of digital/online robotics education and virtual or simulation tools;
2. **Inclusive Robotics & Girls in STEM** – barriers to participation and practical strategies for inclusive robotics education;
3. **Robotics Meets Art: From STEM to STEAM** – creativity, Arts and creative coding in robotics education;
4. **Teaching Practice & Implementation** – combining selected tools and designing an inclusive online robotics activity for classroom use.

3.5 Working through a module

Each module may contain different Moodle activities and resources depending on the educational design of the content. Typical ERGO learning elements include reading/viewing educational material, exploring examples or tools, completing practical tasks and reflecting on classroom implementation.

A useful working routine is:

1. read the module introduction and intended learning outcomes;
2. work through the resources in the order presented;
3. open external tools or simulations from the links provided in the module;
4. complete practical or reflective activities where requested;
5. use the teacher community when the activity asks for discussion or exchange of ideas;
6. check webinar information connected with the relevant topic.

Tip

The eCourse is self-paced, but WP3 is implemented as a guided teacher-training programme. During the training period, follow any dates or sequencing announced by the ERGO training team, especially for webinars and collaborative activities.

3.6 Teacher community and collaboration

The ERGO platform is intended to support communication between participating teachers, not only individual study. The teacher community can be used to share experiences, discuss challenges and exchange ideas related to online robotics, inclusion, STEAM and classroom implementation.

When participating in online discussions:

- use a clear subject/title for a new discussion;
- keep questions connected with the relevant module or activity;
- describe the classroom context when asking for pedagogical advice;
- avoid posting personal data concerning students;
- use respectful and constructive language when commenting on another teacher's work.

3.7 Webinars

The ERGO webinar series supports and extends the four-module eCourse. Webinar information will be provided through the ERGO training environment and project communication channels. The planned thematic areas are:

- virtual and simulation tools for online robotics;
- girls' empowerment in robotics;
- Arts and STEAM skills in online robotics and coding projects;
- emerging EdTech and robotics innovation, including AI.

When a webinar requires a separate registration or external meeting link, follow the instructions published by the ERGO training team.

3.8 Recommended technical setup

The items below are practical recommendations for smooth use of a Moodle-based online course rather than project-specific requirements:

- use a current version of a mainstream web browser;
- allow browser pop-ups when an ERGO activity opens a trusted external simulation or webinar page in a new window;
- use a stable internet connection for video or live webinar participation;
- keep your browser updated and reload the page if a newly published activity does not appear immediately;
- for the first login and account setup, a desktop or laptop browser is recommended for easier navigation.

The ERGO site also provides a link to the Moodle mobile app. Teachers may use it where convenient, although availability and presentation of individual activities may differ from the desktop browser experience.

4 Troubleshooting

Problem	What to do
I cannot log in	Check that you are using the correct username or registered e-mail address. Re-enter the password carefully. If necessary, use Forgot password? .
I cannot create an account	Check that every required field is completed and that the password meets the displayed security requirements.
I created an account but cannot access the eCourse	Return to the platform home page, log in and use the Enter the ERGO eCourse button or the available-course link. If access is still blocked, contact the training team.
A link or activity does not open	Reload the page, try a current browser, and check whether the browser blocked a new window or external link.
A webinar link is missing	Check the most recent information inside the course and project communication channels. Webinar links may be published separately from the asynchronous module content.
I need technical help	Contact the ERGO training team and include your name, registered e-mail, browser/device, the page or activity affected and a short description of the error. A screenshot is helpful when possible.

5 Technical support and contact

For access or platform-related problems, contact the ERGO training team:

ERGO Training Team / WUT
E-mail: angelika.tefelska@pw.edu.pl
Platform: <https://ergo.steamera.eu/>

When reporting a technical problem, please provide:

- your name and the e-mail used for the ERGO account;
- the device and browser you are using;
- the module/activity where the problem occurred;

- a short description of what you expected and what happened instead;
- a screenshot, if available and if it does not contain unnecessary personal data.

6 Document maintenance

This guide documents the technical design and public access workflow available in June 2026. The ERGO eCourse is under active development during WP3, so individual activities, webinar links or course-screen layouts may change as content is added. Major technical changes that affect teacher access should be reflected in a later version of this guide.