

**workshop on e-learning and rural development**  
**MARCH 3, 2010, UNIVERSITY OF TARTU PÄRNU COLLEGE**  
**Ringi 35, pärnu, estonia**

**REPORT**

The workshop was structured into two subsequent plenary sessions highlighting issues in both Estonian higher and vocational education with an emphasis on the impact of e-learning on both levels featuring presentations by representatives of Estonian Ministry of Education and Research and University of Tartu. Furthermore, the plenary included a speech by a representative of Central Union of Estonian Farmers giving insight into what influence and benefits a proper utilisation of e-learning could have in certain areas of rural development such as rural tourism and agricultural sector. Specific examples by Tiina Ardel from Olustvere Service and Land Economy School were given in order to illustrate the use of various e-learning tools in a range of courses in formal vocational education. In addition to the description of the Estonian situation, an overview of the Finnish Ruralia institute was given underlining activities concentrating on lifelong learning and adult education placing special emphasis on e-learning.

Plenary sessions were followed by a track of three parallel sessions with more practical orientation at the end of the day. The session on game-based learning provided a preview into a tool developed by Typical Mutations for the e-Ruralnet project and also a personal experience of a lecturer in integrating the environment of Second Life and an open-source strategy game titled The Battle of Wesnoth into existing courses and the learning process. Furthermore, low-budget solutions for setting up touchscreens and m-learning scenarios were introduced in the session concentrating on innovative technical solutions. Participants were also presented two e-learning courses, one in a traditional learning environment, the other structured in Pageflakes