PALETTE project provides innovative models and technical solutions that enhance the learning process within CoPs with regard to:

- **Efficient reuse and sharing of information** among the Community of practice (CoP) participants;

- **User-friendly production and use of multimedia content** to support the expression of practices (behaviour, rules, personal theory, etc.);

- **Efficient and effective support of the individual and organisational learning process**, the incoming of new participants in a CoP, and the capitalization of knowledge by stakeholders of the CoP;

- **Effective support for mediating expression of interests, awareness** about combined pedagogical and technological issues, and appropriately structured argumentative discourses.

PALETTE project leads to a range of open source services and scenarios for the CoPs, in order to optimize:

- decision making;
- valorization of new practices;
- use and dissemination of knowledge;
- understanding of the community life and history.

PALETTE project improves a participative approach of development that copes with the challenges of:

- services interoperability;
- reuse of documents;
- knowledge management;
- argumentation
- learning
- innovation.

PALETTE is an ‘Integrated Project’ supported by the IST programme of the European Commission (DG Information Society and Media)
PALETTE project get together a dynamical and inspiring network of computer scientists, education specialists and CoPs.

What’s a CoP?

Communities of practice (CoPs) are new forms of collaborative work and learning which encourage continuous reflection, sharing ideas, finding solutions and building innovations.

A community of practice is a knowledge-in-use group of people who operate as social learning system where practitioners connect to solve problems, share ideas or passions about a topic and develop relationships. Participate in the CoPs activities signify producing meaning:

- meaningful identities;
- meaningful activities;
- meaningful ways of accounting to one another what and for what we are doing.

The rapid development of new technology (Web-based platforms, wireless communications, mobile devices, multimedia content, etc.) bringing a great potential for increasing the communication and the collaboration in CoPs activities. However, we are still dealing with a lack of adequate scaffolding in the form of technical support, and use of the technology to:

- express, represent and share practices and authentic problems
- debate and reflect on the practices and life of communities
- develop, reify and exploit knowledge inside and outside communities
- aid engagement, participation and learning.

CoPs participants have different backgrounds, different levels of expertise, and different approaches in terms of acceptance of technology-based tools. According to their particular needs, PALETTE project propose to create a specialised set of services targeted at allowing CoPs to tailor their tools to their own context and aims. Furthermore, the methods used to analyse needs and describe the conditions in which a CoP could be efficient will be described allowing new CoPs to adopt PALETTE services and scenarios.
A potential scenario addressed in PALETTE

The PALETTE’s R&D process adopts a participative design approach, establishing a good balance between technological and pedagogical experts. Evaluation is integrated in the same process, in order to provide direct, frequent and detailed feedback. It is expected that the adoption of the developed services and scenarios will result in the:

- facilitation of tasks performed by learning CoPs by removing barriers imposed by current approaches;
- exploitation of diverse mental models, knowledge resources and competences of each CoP’s member through the social interaction of codified and tacit specialist knowledge;
- uncomplicated creation of new knowledge, which can lead to the evolution of the associated learning resources;
- easy access and reuse of knowledge built by CoPs;
- increase of active participation of individuals in CoPs;
- emergence of new CoPs, inside and outside organisations; increase of the overall quality of learning in CoPs.
Project fact sheet

Project acronym PALETTE
Project full name Pedagogically sustained Adaptive LEarning Through the exploitation of Tacit and Explicit knowledge

Project nature Integrated project (IP) EU R&D programme FP6 (6th Framework Programme) IST priority Technology-enhanced learning Project start date February 2006 Project duration 36 months EU funding 6 M

Project partners

GEIE ERCIM (project coordinator) France
Ecole Polytechnique Fédérale de Lausanne (EPFL) Switzerland
University of Fribourg (UNIFR) Switzerland
Institut National de Recherche en Informatique et en Automatique (INRIA) France
Research Academic Computer Technology institute (CTI) Greece
Centre de Recherche Public Henri Tudor (CRP-HT) Luxembourg
Université de Tlemcen (UT) Algeria
Université de Liège (ULG) Belgium
Association de l’Ens. Sup. Commercial Rhône Alpes (AESCRA- EM Lyon) France
Université Lyon 2 (GATE-CNRS) France
Lancaster University (CSET) United Kingdom
ePrep France
Support IT (UK) Ltd T/A Nisai Group United Kingdom
Integral Coaching SA MindOnSite Switzerland