Platform Guidelines
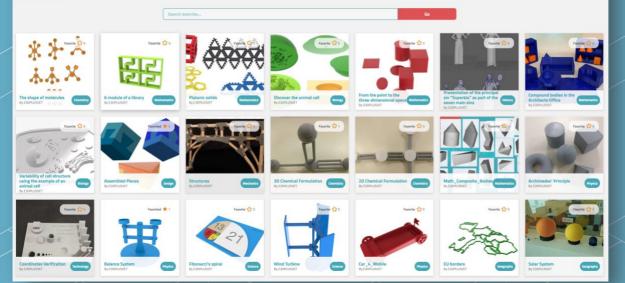
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E3D+VET
ERASMUS+
3D PRINTING
VET CENTRES

ERASMUS3D+

For the immersion in 3D printing of VET centres.

Project Agreement Number

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PARTICIPANT ORGANIZATIONS:

Output Title	IO3 – Networking community tool for teachers using 3D Printing.
Description	**Platform Guidelines**

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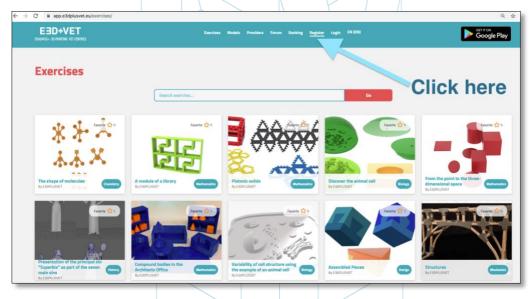## 1.- ACCESS, REGISTRATION AND AUTHENTICATION.

To access the E3D+VET platform go to this web address: https://app.e3dplusvet.eu/

Once on the platform, you can register completely free of charge.

Complete the fields with the necessary data and click on "Register account".

You will receive an email to activate your account.

When you click on the link, your account will be activated and you will be able to access the platform with your data. Click on Login for this.

2.- HOW THE PLATFORM IS ORGANIZED.

1 → **Exercises.** List of all published exercises

2 → **Models.** List of all published models.

3 → **Providers.**

List with more than 150 suppliers of the 3D printing sector. Description and contact are included.

4 → Forum.

In the forum, in parallel to the rules of use, you will find some tips and tricks for 3D modelling and printing. You will also find the experiences of some of the teachers who participated in the pilot experience.

Forums

Home › Forums

Forum	Topics	Posts	Last Post	
Forum Rules Dos and Don'ts for the proper use of this forum	1	1	E3DPLUSVET	1 week, 6 days ago
Help me do it – (Modeling help tips and tricks) Here are some tips and tricks to start modeling with a 3D design program.	2	2	E3DPLUSVET	1 week, 4 days ago
Help me printing – (Technical Specifications and help for printing) Here you will find several tips on technical specifications to consider before and during the printing of your model.	2	2	E3DPLUSVET	1 week, 4 days ago
How to... (Platform use help) Consult our guide on how to use the platform to share your designs and download those you can use in your classes.	1	1	E3DPLUSVET	5 months ago
Teaching experiences with 3D printing Do you want to know the experiences of other teachers? Here you can read some of the comments of the teachers who participated in the pilot experience with us.	5	5	mauro.musso	3 months, 1 week ago

5 → Ranking.

In the ranking section you will be able to see how many points you have and in what level of the ranking you are placed according to your activity.

How to get points?

Instance	Amount	Limit
Points for becoming a member	10	-
Points for site visit	1	-
Points for viewing a post	1	Maximum 5 times per day
Points for viewing a page	1	Maximum 5 times per day
Points for viewing Forums	1	Maximum 5 times per day
Points for viewing Topics	1	Maximum 5 times per day
Points for viewing Replies	1	Maximum 5 times per day
Points for viewing Exercises	1	Maximum 3 times per day
Points for logging in	2	Maximum 4 times per day
Points for new forum	5	No limit
Points for new forum topic	3	No limit
Points for someone favorited your forum topic	1	No limit
Points for new forum reply	3	No limit
Points for published exercise	20	No limit
Points for published model	10	No limit

6 → My Account.

Here you will find all your account information:
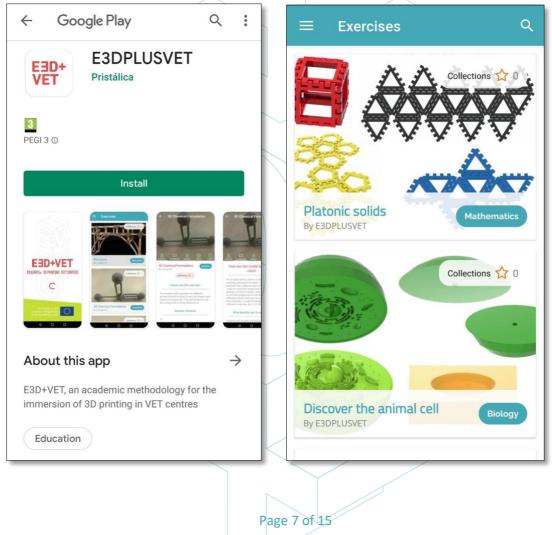
⇒ Your exercises.
⇒ Your Models in draft.
⇒ Models created by you.
⇒ Your favorite exercises and model.
⇒ Your E3D+VET score points.
⇒ Your account info (Username, password...). Here you can modify your data if necessary or delete the account.

7→ EN (EN).

Here you can choose the language. The platform and the exercises made by the E3D+VET team are in English, Spanish, Slovenian, Italian and German.

8 → Google Play.

Clicking on this button will redirect you to Google Play where you can download the App for your mobile. Only available for Android.

9 → **Exercise search engine.**

In both the exercise section and the model section, you will find the search engine by name. By typing the name of your favourite exercise or model you will easily find it.

3.- HOW TO UPLOAD AN EXERCISE.

An exercise is composed of one or more models. It is advisable to upload the models first and then attach them to the exercise. It may be the case that for your exercise you can use some of the existing models on the platform, in this case, you would not have to do this step.

Both to create a model and to upload an exercise you can do it by two ways:

1.- From the Model or Exercise section (depending on what you want to upload).

- At the end of the page in the model section, you will find the button "Create a new model".

- At the end of the page in the exercise section, you will find the "Add New exercise" button.

2.- You can also access through the "My Account" button

3.1.- ADD OR CREATE A NEW MODEL.

Create a new model:

Please, complete the following info to publish a new model. Once created this model will be available for creating exercises.

Model Title

Model image
You can add a featured image to the model.

[Choose file] No file chosen

Carousel
You can attach an image gallery to the model.

[Choose file] No file chosen

⊕ Add new

STL File Attached

[Choose file] No file chosen

⊕ Add new

Select a license:
License selector

[--- not set --- ▼]

License details

Add model to drafts

Name your model.

Upload the most representative image of your model.

If you want to add different views of the model, you can do it here.

To add the STL file of your model, click on "choose file". You can add as many as you need by clicking on the "Add new" button.

Select from the list the Creative Commons license that best suits your needs, or include the one you think is appropriate. If you select one from our list, the fields will be filled in automatically.

Once you have included everything you need to create your model, click on the "Add model to draft" button.

Select a license:
License selector

[Attribution 4.0 International (CC BY ▼]

License name

Attribution 4.0 International (CC BY 4

License info url

https://creativecommons.org/license

License details

You are free to:

Share — copy and redistribute the material in any medium or format
Adapt — remix, transform, and build upon the material for any purpose, even commercially.

You will automatically appear on this page. Click on either button.

Create a new model:

Please, complete the following info to publish a new model. Once created this model will be available for creating exercises.

Model created succesfully as draft, so is only visible to you.
You can edit to complete it or/and publish from your drafts section in "My Account" or in Drafts page and it will be visible in the platform.

Go to Drafts page ⟶

Go to My Account page ⟶

From here, you can publish your model. It must be published to be able to attach it to the exercise. You also have the option to delete it and edit it.

Drafts

Your exercises in draft:
Don't have exercises in draft

+ Add New exercise

Your models in draft:

Sofa Structure   Edit | Remove | Publish model

+ Add New model

3.2.- ADD A NEW EXERCISE.

To create an exercise, click on "Add New exercise", this option is available on the previous page, as well as in the section "My Account" and at the bottom of the page of published exercises. Now follow the instructions on each screen.

Creating a new exercise:

To create an exercise please complete the following information and press the button 'Add exercise to drafts'. The created exercise will not be visible to the community. To finalize the edition of the exercise, you can do it from the draft view. When ready, publish the exercise so that it is visible and available to the rest of the community. Enjoy.

Exercise Title

Subjects
Physics

Add exercise to drafts

Creating a new exercise:

To create an exercise please complete the following information and press the button 'Add exercise to drafts'. The created exercise will not be visible to the community. To finalize the edition of the exercise, you can do it from the draft view. When ready, publish the exercise so that it is visible and available to the rest of the community. Enjoy.

Exercise created succesfully as draft, so is only visible to you.
You can edit to complete it or/and publish from your drafts section in "My Account" and it will be visible in the platform.

Go to My Account page ⟶

Here you can edit or delete the exercise. Edit the language or languages in which you want to enter your exercise. Once you have entered all the information in the exercise, you can publish it.

My Account

Your exercises in all languages:

Geometry in the office　　　　　　　　　　　　　　　　　　　　　　**Remove all**

Geometry in the office (en) – Draft　　　　　　　　　　　Edit　Publish

Geometry in the office (de) – Draft　　　　　　　　　　　Edit　Publish

Geometry in the office (it) – Draft　　　　　　　　　　　Edit　Publish

Geometry in the office (sl) – Draft　　　　　　　　　　　Edit　Publish

Geometry in the office (es) – Draft　　　　　　　　　　　Edit　Publish

+ Add New exercise

The editing page of the exercise consists of the following parts:

⇒ **General Info**
⇒ **License Info**
⇒ **Using the exercise**
⇒ **Technical Specifications**
⇒ **Add or create a Model for this exercise**

General Info

Exercise Title
Geometry in the office

Exercise image
Choose file No file chosen

Max. 900KB

Subjects
Mathematics

This is the main subject for this exercise. You can write more subjects related in the "Other subjects" section below.

How to use
Write how to use this exercise...

Number pieces
Enter total number of pieces for this exercise...

General description
Visual | Text
Paragraph ▾ | B | I | ☰ ☰ ❝ ☰ ☰ ☰ 🔗 ⊟ ✕ ▦
3D

Additional material link
Enter link to additional material...

⊕ Add new

Complementary files
Choose file No file chosen

⊕ Add new

---

1 → Attach the descriptive image of your exercise.

2 → You should include the use of the model and describe it; what is the main objective of the artefact and reason for which it is used in the classroom. Please, try to include as many details as possible to better explain what students can get from the use of the model. You can include multiple design themes, as many as the printed object can meet.

3 → In this section, we have to describe the model aesthetically giving all the possible information so that the designer can have a first idea of what he has to design, for example, the number of pieces that make it up, the description of each of his pieces (shape), approximate / desired measurements of the assembly or its parts, colours...

Furthermore, a brief description should be made from an educational and didactic perspective. What is the model representing, why it was chosen, what is it for, in which ways it can be used during classroom lessons etc...

4 → In this page you can insert images, links with additional information, videos, graphics, infographics to better explain the exercise you would like to realise.

License Info

License selector	License details
--- not set --- ▼	

Here, as for the model, you have to insert the type of license that best suits your needs. If you choose one of the creative commons provided in the list, all fields will be filled in automatically.

License Info

License selector
Attribution-NonCommercial 4.0 International (CC BY-NC 4.0) ▼

License name
Attribution-NonCommercial 4.0 International (CC BY-NC 4.0)

License info url
https://creativecommons.org/licenses/by-nc/4.0/

License details

You are free to:

Share — copy and redistribute the material in any medium or format
Adapt — remix, transform, and build upon the material

Under the following terms:

Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
NonCommercial — You may not use the material for commercial purposes.
No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.

Using the exercise

Model in classroom

Visual | Text

Paragraph ▼ | B | I | ≣ | ≣ | 66 | ≣ | ≣ | ≣ | 𝒫 | ▦ | ✕ | ▦ | 3D

1

Benefits

Visual | Text

Paragraph ▼ | B | I | ≣ | ≣ | 66 | ≣ | ≣ | ≣ | 𝒫 | ▦ | ✕ | ▦ | 3D

2

Other subjects

Visual | Text

Paragraph ▼ | B | I | ≣ | ≣ | 66 | ≣ | ≣ | ≣ | 𝒫 | ▦ | ✕ | ▦ | 3D

3

1 → Describe in detail the use of the model printed in 3d in the classroom lesson. What is the didactic scope about the use the object developed and what goals are intended to be achieved through this type of 3Dprinted artefact. If the exercise consists of several 3D models, describe the use of each of them.

2 → Describe the benefits that students can take from the use of 3D exercise in the classroom. Also describe the benefits related to both the disciplinary field and also the practical, sensory and recreational-social level.

3 → An exercise can incorporate many more subjects by relating transversal knowledge. In this section, it is necessary to list further subjects that can be addressed in addition to the main subject specified above.

Technichal Specifications

Technology
Write technology used...

3D printer model
Write 3D printer model required...

Material
Material used to print this exercise...

Color
What color the material is?

Dimensions
Enter dimensions for this exercise...

Resistance required
--- not set ---

When to print
Write when to print this exercise...

Have to paint
--- not set ---

Number of pieces
Enter the total number of pieces for this exercise...

Need assembly
--- not set ---

Quality required
--- not set ---

Save changes

In this step, you will have to complete the technical specifications of your exercise by filling in each of the gaps. For more information on how to define an exercise download our report "Develop methodology for creating new didactic 3D printing design", where each point is described in depth. It is available in English, Spanish, German, Italian and Slovenian.

Save changes

It is very important that you save the changes in this step. Otherwise, you may lose the information about the exercise.

Save changes

Models used this exercise   2

No items found

Add an existing model to this exercise

You can link an existing model to this exercise just selecting model from selector below:

Exercises

| Geometry in the office ▾ |

Models

| Search for a post ▾ | 1

Submit Cancel

Create a new model for this exercise

You can create a new model from scratch and then use it in this exercise

+New model   3

Is your exercise ready to be published?

Press publish button and let the community know:

Publish   4

Once you have saved the changes you have made, you must attach the model you have previously created (If they fit your exercise, as previously mentioned, you can use one of the ones already available on the platform). You can upload as many models as you need for your exercise. You only have to look for it by the name in the search bar **(1)** and press "Submit". The model(s) will be attached and you will see them in the "Models used in this exercise" part **(2)**.

3→ If at this point you need to create a new model for your exercise you can do so by pressing "+ New model". You will be redirected to the create model section.

4 → You have reached the end! To publish the exercise on the platform, click on publish and y ou will find it on the main page along with the rest of the exercises. The same will happen with your models, you will find them in the "Models" page.

You can manage both your models and your exercises through the "My account" section.