

Ranking de 2,3 y 4 keywords -según implementación de reglas													
	Project	Description	Keyword 1	Keyword 2	Keyword 3	Keyword 4	Specific weight	Innovation	Ranking	País	Contacto	Sitio web	Programa
1	IRIS	It aims at designing multimodal means of access for citizens with special needs in the Information Society and enabling services to adapt modalities to user preferences	access 3	Citizens 3	Special Needs 2	Internet 2	10	3	30	Greece	TSOPELAS, Nikitas nikitas.tsopelas@eurodyn.com	<a href="http://www.iris-design4all.org/">http://www.iris-design4all.org/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
2	ECO AGRO	It aims to improve the skills and competences of workers in the field of Ecological Agriculture through a self training tool facilitating improved access to sectoral training.	Skill 3	Competences 3	access 3	Employment 1	8	3	24	Greece	Stergios Papaefthimiou sp@aegeaskek.gr	<a href="http://www.eco-agro.gr/">http://www.eco-agro.gr/</a>	LEONARDO DA VINCI
3	SME-TIC	The project will design, experiment and validate an intervention model to encourage usage of ICT within SMEs and to increase skills and access to the labour market by ICT training	Skill 3	access 3	employment 1		7	3	21	Spain	Ana Lourdes Gonzalez Garcia lourdes.gonzalez@ader.es	<a href="http://www.larioja.org/financiacion_comunitaria/programas_europeos/formacion/innovacion_empleo.htm">http://www.larioja.org/financiacion_comunitaria/programas_europeos/formacion/innovacion_empleo.htm</a>	LEONARDO DA VINCI
4	LABOR	It will enhance the information available regarding European support programmes to assist people with learning disabilities in their integration into the labour market.	Integration 3	Disabilities 1	employment 1		8	2	16	Belgium	Mark Delmartino mark.delmartino.easped@skynet.be		LEONARDO DA VINCI
5	Internet for the DEAF	The project partnership will create and test training programmes to give deaf people, and others with hearing problems, access to Information and Communication Technology (ICT)	access 3	Internet 2	employment 1		8	2	16	Czech Republic	Ass. Prof. Jaroslav Hruby, PhD hruby@viada.cz		LEONARDO DA VINCI
6	REDILEM	It will develop a system of DL to improve the lifelong acquisition of skills for SME Managers in rural areas, where access to traditional learning environments is difficult	Skill 3	access 3	DL=Digital Literacy 3		8	2	16	Slovak	Vojtech Kollar Kollar@euba.sk	<a href="http://redilem.sif.stuba.sk/">http://redilem.sif.stuba.sk/</a>	LEONARDO DA VINCI
7	Ammattilaisen väylä	The aim of the project is to provide opportunities for employees and enterprises in the ship building sector to succeed in structural change.	Skill 3	Enterprises 1			5	3	15	Finland	Mr. Gregory Andronikos, Dr. Jukka Kallio neorkek@otenet.gr, jukka.kallio@tuakk.fi	<a href="http://www.vayla.org/">http://www.vayla.org/</a>	EQUAL
8	Bookworm goes online	Since february 2003 this project has been helping girls and women to acquire important media literacy skills and developed a critical view of the new media.	media literacy 3	Skill 3			5	3	15	germany	Christiane Nill Christiane.Nill@internationaler-bund.de	<a href="http://www.bookworm4you.net/int/homedeutschgerman_10.htm">http://www.bookworm4you.net/int/homedeutschgerman_10.htm</a>	ELEARNING INITIATIVE
9	MENTOR Mentor	It aims to provide teachers from secondary schools with materials and skills to teach media education. Teachers will also help young people to gain access to the media.	Skill 3	access 3			5	3	15	International organization Unesco	Lluís Artigas ll.artigas@unesco.org	<a href="http://www.mediamentor.org/mentor.html">http://www.mediamentor.org/mentor.html</a>	ELEARNING INITIATIVE

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10	MOBilearn	To improve access to knowledge for selected target, giving them ubiquitous access to appropriate learning objects, by linking to the Internet via mobile connections and devices, according to innovative paradigms and interfaces.	access 3	Internet 2			5	3	15	Italy	Giorgio Da Bormida g.dabormida@giuntilabs.com		INFORMATION SOCIETY TECHNOLOGIES (IST)
11	WWAAC	The project will make several Internet services accessible for persons with language and/or cognitive impairments, including symbol users and a part of the elderly population.	access 3	Internet 2			5	3	15	Netherlands	HEKSTRA, Doeko doeko@handicom.nl	<a href="http://80.60.189.118/wwaac/">http://80.60.189.118/wwaac/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
12	PROJECT M	The aim of Project M is to increase the skills of young people in the fields of media literacy, image education and intercultural dialogue	Skill 3	media literacy 3			5	3	15	Netherlands	Peter Merry peter@engage.nu		ELEARNING INITIATIVE
13	MELICI - Strengthening the community through new media	The project will undertake studies and analysis of initiatives aimed at improving media literacy and active participation of different groups in society in different regions of Europe	media literacy 3	citizenship 3			5	3	15	Norway	Ms. Raymonde Griswold: griswold@ejc.nl	<a href="http://www.ejc.nl">www.ejc.nl</a>	ELEARNING INITIATIVE
14	KEY	The project aims at giving an answer to adult needs of accessing the ICTs in rural contexts	access 3	adult 1			5	3	15	Spain	Fina Gonell fina@intercoop.es	<a href="http://cent.iii.es/pub/">http://cent.iii.es/pub/</a>	GRUNDTVIG
15	ITACTI	A state-of-the-art interactive tactile interface peripheral will be developed to improve the access of visually impaired persons to modern computer and internet applications	access 3	Internet 2			5	3	15	United Kingdom	KNIGHT, Jeffrey jagk@dmu.ac.uk	<a href="http://www.itacti.com/">http://www.itacti.com/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
16	ARKS	ARKS is working to improve the methods used to attract marginalised adults back into education and over the lifetime of the project will produce and disseminate teaching and learning materials targeted at people who left school without qualifications and lack the confidence and key skills needed to take an active role in their community and workplace.	Skill 3	adult 1	Marginalised 1		7	2	14	Finland	Teija Enoranta teija.enoranta@ofw.fi	<a href="http://www.arksnet.net/index_ie.htm">http://www.arksnet.net/index_ie.htm</a>	MINERVA
17	METACAMPUS	Developing and testing a marketplace aimed at fulfilling the lifelong learning needs of European citizens, providing them with a flexible access to personal development	citizens 3	access 3	personal development 1		7	2	14	Spain	Antoni Riu ariu@uoc.edu	<a href="http://www.metacampus-project.com/render.uP">http://www.metacampus-project.com/render.uP</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
18	EBR-TIC SERVICE	EBR-TIC aims to make official information about a company easily accessible directly from the company's website.	access 3	Internet 2			5	2	10	Belgium	Vito Giannella vito.giannella@infonie.be	<a href="http://www.ebr.org/">http://www.ebr.org/</a>	eTEN

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19	Educational Website	Skill 3	Internet 2			5	2	10	Finland	Seppo Rauno Vahimaa Seppo.Vahimaa@klinkmann.fi		LEONARDO DA VINCI	
20	ePatent	access 3	Internet 2			5	2	10	France	Daniel Confland info@epatent-world.org	<a href="http://www.eu-projects.com/epatent/">http://www.eu-projects.com/epatent/</a>	eCONTENT	
21	ERAIL	Access 3	Enterprises 1			5	2	10	France	Eric Manusset heric.manusset@sncf.fr		ELEARNING INITIATIVE	
22	HISTOIRES Virtual Multimedia Stories	Skill 3	Internet 2			5	2	10	France	Monique Perdrillat moniqueft@aol.com	<a href="http://www.romans-virtuels.com/">http://www.romans-virtuels.com/</a>	ELEARNING INITIATIVE	
23	EM@C-ONLINE European Medi@	access 3	Competences 3			5	2	10	germany	Jörg Schumacher schumacher@lmz-bw.de		ELEARNING INITIATIVE	
24	Media[net]works	citizenship 3	Competences 3			5	2	10	Germany	Dr. Laurent Borgmann: Borgmann@RheinAhrCampus.de		ELEARNING INITIATIVE	
25	STANDARDBASE	access 3	Internet 2			5	2	10	Hungary	Lévayné Szalay Luca levayne@mail.petrikl.sulinet.hu	<a href="http://www.standardbase.hu/">http://www.standardbase.hu/</a>	LEONARDO DA VINCI	
26	OPTIO	Skill 3	adult 1			5	2	10	Iceland		<a href="http://www.hyvan.helsinki.fi/optio/">http://www.hyvan.helsinki.fi/optio/</a>	EQUAL	
27	MIGRATOOLS	Skill 3	immigrants 1			5	2	10	Italy	Giovanni Griggio reception@forema.it	<a href="http://www.migratools.net/">http://www.migratools.net/</a>	LEONARDO DA VINCI	

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28	NBP	This project aims at the setting up of a European multimedia network allowing blind people to access, through adequate equipment, the data bases of all participant libraries and all information presented on the Internet.	access 3	Internet 2			5	2	10	Italy	Bazzocchi, Silvia s.bazzocchi@bibliotechediroma.it +39.6.77262664	<a href="http://www.comune.roma.it/cultura/biblioteche/blindnet/presentazione.htm">http://www.comune.roma.it/cultura/biblioteche/blindnet/presentazione.htm</a>	ELEARNING INITIATIVE
29	EACTV	EACTV aims to create a new 'frame of reference' between television and citizens in order to enhance the full participation and collaboration between media researchers, education authorities, media professional bodies, social and political institutions and – of course – the users.	citizens 3	Television 2			5	2	10	Italy	Paolo Celot: celot@latimer.net		ELEARNING INITIATIVE
30	CIVILPROFNAVY	It aims to re-integrate commissioned and non-commissioned ex-navel officers and redundant officers of the deep-sea fishing industry into the modern employment market	Integration 3	employment 1			5	2	10	Latvia	Jurijs Mihailukovs surecruit@apollo.lv		LEONARDO DA VINCI
31	INOVAR-FORMAR	It aims to develop and test a distance-training tool (via the Internet) for workers' representatives to adapt their knowledge to ongoing technological and organisational change	Skill 3	Internet 2			5	2	10	Portugal	Eugenio Rosa Cgtp@mail.telepac.pt		LEONARDO DA VINCI
32	Design Inclusivo	This project is aimed at promoting equal opportunities to exercise the right to citizenship by designing products and environments that are accessible to all.	citizenship 3	access 3			5	2	10	Portugal	Isabel Maria Peres Brarens ibrarens@cpd.pt		EQUAL
33	BCADITEMS	The project will develop a virtual business environment on the internet for use by both current and future partner countries in developing Business English Language Skills.	Skill 3	Internet 2			5	2	10	Slovenia	Neva Cebron Neva.cebron@fpp.edu		LEONARDO DA VINCI
34	AULA VIRTUAL COOPERATIVA	The project aspires to create a computer tool which can provide training, information and guidance on the possibilities of self-employment associated with vocational integration.	Integration 3	employment 1			5	2	10	Spain	Paloma Arroyo Sanchez confederacion@coceta.com	<a href="http://www.aula.coop">http://www.aula.coop</a>	LEONARDO DA VINCI
35	PEER Peer	Peer intends to make a 30-45 minutes documentary film and develop a website to educate people about the experiences of being disable. Educational materials that can be distributed via the web will be developed and participating teenagers will develop a wide range of filmmaking skills.	Skill 3	Disabilities 1			5	2	10	Spain	José Antonio Martínez Cortés Presidente Fundación Castillo de Liscar jmartinez@fundacioncastillodeliscar.com	<a href="http://www.iguales.net/contenidos/index.php">http://www.iguales.net/contenidos/index.php</a>	ELEARNING INITIATIVE

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36	DIMELI Dialogical Media Literacy	Its aim is to experience dialogical learning in the context of media literacy and to foster critical analysis at a European level among people from different backgrounds. Dimeli assist participants to acquire the skills needed to take advantage of ICT	media literacy 3	Skill 3			5	2	10	Spain	Ana Rodriguez Rodelas ea-verneda@terra.es	<a href="http://www.neskes.net/proiecteverneda/">http://www.neskes.net/proiecteverneda/</a>	ELEARNING INITIATIVE
37	m-learning	The motivation for the m-learning project is concern about high levels of poor literacy, poor numeracy and non-participation in education amongst young adults in many EU countries.	Skill 3	adult 1			5	2	10	United Kingdom	Jill Attewell jattewell@lsda.org.uk	<a href="http://www.m-learning.org/">http://www.m-learning.org/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
38	Testing Citizens' Skills and Knowledge	Its objective is to expand a portfolio of tests, accessible to the citizens of Europe, so that they can assess for themselves the development of their knowledge and skills.	access 3	Skill 3			5	2	10	United Kingdom	Richard Whewell r.j.whewell@strath.ac.uk	<a href="http://www.leargas.ie/education/ca/ecdl.html">http://www.leargas.ie/education/ca/ecdl.html</a>	GRUNDTVIG
39	ADIS	Integration of adults with disabilities into Labor Market through Opena and Distance Learning	Integration 3	Disabilities 1	Adult 1	Disabilities 1	8	1	8	Lithuania	Danguole Rutkauskiene danrut@uni.ktu.lt <a href="http://distance.ktu.lt">http://distance.ktu.lt</a>	<a href="http://distance.ktu.lt/adis/">http://distance.ktu.lt/adis/</a>	MINERVA
40	Dealing with Change	This project will develop a user-friendly, internet based environment for people with disabilities, with the aim of improving decision-making and problem-solving skills and increasing the use of new technologies in the workplace.	Skill 3	Internet 2	Disabilities 1		8	1	8	Spain	Constantino Mendez Martinez constantino.mendez@fsc.es		LEONARDO DA VINCI
41	REINDISTEL	The project means to ensure the social and vocational integration/reintegration of disabled persons by providing them with telematics skills and creating a teleworking department.	Integration 3	Skill 3	Disabled 1		8	1	8	Spain	Luis Molina Martinez mjserrano@dfa-org.com	<a href="http://www.reindistel.org/">http://www.reindistel.org/</a>	LEONARDO DA VINCI
42	AITO	The essential goal of the AITO project is the promotion of the social inclusion and integration of immigrants to their new home country.	Integration 3	Social Inclusion 2	Inmigrants 1		4	2	8	Finland	Eija Leinonen eija.leinonen@tiimi.kotka.fi	<a href="http://www.kotka.fi/aito/">http://www.kotka.fi/aito/</a>	LEONARDO DA VINCI
43	AAOutils	Producing vocational programmes in accessible architecture in favor of physically disabled people via Internet	Accessibility 3	Internet 2	Disabled 1		7	1	7	Belgium	Anne-Catherine Jooris acjooris.anlh@autonomia.org	<a href="http://www.anlh.be/aaoutils/index.html">http://www.anlh.be/aaoutils/index.html</a>	LEONARDO DA VINCI
44	JEUNES EN MOUVEMENT (YOUNG PEOPLE IN MOVEMENT)	It is based on three national and European initiatives that showed the importance of new IT for the development of transversal job access skills among young people seeking employment.	Skill 3	access 3	employment 1		7	1	7	France	Pascale de Rozario Pascale.de.rozario@wanadoo.fr		LEONARDO DA VINCI

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45	OBIS	The project aims at giving immigrants access to training and addresses trainers working with this group of people, by means of the ICTs	Integration 3	access 3	Inmigrants 1		7	1	7	Germany	Uwe Tatzko daf-Ammerland@t-online.de		GRUNDTVIG
46	LOGOS GAIAS	It is planned to develop teaching materials for self-tuition (CD-ROM, interactive learning, distance learning) in the field of environmental protection and landscape conservation.	Skill 3	Hypermedial 2			5	1	5	Austria	cbrunner@edvi.boku.ac.at Hartmut Gossow		LEONARDO DA VINCI
47	CEA	Consumer education develops the skills, attitudes and knowledge required for today's consumer society, and is firmly linked to the basic skills needed for lifelong learning.	Skill 3	adult 1			5	1	5	Austria	Maria Schuh sum@pabw.at	<a href="http://fips1.pabw.at/cea/">http://fips1.pabw.at/cea/</a>	GRUNDTVIG
48	CLINIPASS	The project aims at improving the quality of vocational training and skills of nursing staff by means on the ICTs.	Integration 3	Skill 3			5	1	5	Belgium	J. Leblicq unite.stages@steju.hemes.be	<a href="http://www.hemes.be/clinipass/projet.htm">http://www.hemes.be/clinipass/projet.htm</a>	LEONARDO DA VINCI
49	CREIJ	It is designed to encourage young people to create a business as part of their career reflection and to develop the spirit of enterprise and the capacity to set up a business.	Integration 3	employment 1			5	1	5	France			LEONARDO DA VINCI
50	Favoriser l'Integration en Entreprise des Personnes Eloignees de l'Emploi en AS	The project aims at placing the necessary tools to integrate unemployed people into the enterprises	Integration 3	employment 1			5	1	5	France	Chataigner ingenierie@cci79.com		EQUAL
51	IKARUS	The aim of the project is to develop a environment offer access to a university course on "Teaching and Learning in Virtual Learning Environments"	access 3	Internet 2			5	1	5	Germany	IKARUS info@online-seminar.net	<a href="http://seminar.jura.uni-sb.de/seminar2004/index.shtml">http://seminar.jura.uni-sb.de/seminar2004/index.shtml</a>	MINERVA
52	Multicom 112	The project will support a CD-ROM and Internet-based model for promoting the functional language skills of emergency workers, which will later be used at European level.	Skill 3	Internet 2			5	1	5	Germany	Dieter Nussler Nuessler@mail.aachen.de	<a href="http://multicom112.org/">http://multicom112.org/</a>	LEONARDO DA VINCI
53	IT'S SOCIAL	The main aim of the project is to give groups of disadvantaged people better access to adult education using ITC-oriented learning concepts	access 3	adult 1			5	1	5	Germany	Tim Scholze tscholtz@bupnet.de		GRUNDTVIG

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54	Educ-net	It aims at enhancing the social and professional integration as well as reintegration of women, non-Germans, and the physically disabled in media-technical professions.	Integration 3	Disabled 1			5	1	5	germany	Schmidt Jörg jschmidt@media-gmbh.de		EQUAL
55	RAPSTRANGE Re-working Angle	Its aim is to contribute to fight xenophobic tendencies by enhancing dialogue and cooperation with creators of audiovisual and multimedia content targeting young people. Its goal is to allow young people to develop their analytic skills.	Skill 3	audiovisual 2			5	1	5	Germany	Birgit Bauer project-group@tpnet.de		ELEARNING INITIATIVE
56	PROSPECT	It will develop and promote vocational training and education for persons with mental health problems, their family-carers and social & health professionals	Integration 3	employment 1			5	1	5	Ireland	SHEPPARD, Mark msh@broadcom.ie		LEONARDO DA VINCI
57	EST	The project will establish a system for the exchange of good practice and for the transfer of management know-how and operating techniques through a model of distance training.	Skill 3	Entrepreneurship 1			5	1	5	Italy	Giorgio Marietta federapi@apito.it		LEONARDO DA VINCI
58	Racconta l'Europa	The project aims at developing the citizenship within Europe, through the exchange of people of the different regions, via Internet	citizenship 3	Internet 2			5	1	5	Italy	Giulio Salvotti giulio@rc.comune.biella.it		GRUNDTVIG
59	Português...(inter)Acção!	The partnership of this project seeks to produce interactive Portuguese language learning materials for users who do not have access to a trained teacher of Portuguese	access 3	Internet 2			5	1	5	Portugal	Maria Emilia Ricardo Marques leorosa@univ-ab.pt	<a href="http://www.univ-ab.pt/~porto/textos/Leonel/Pessoal/paginaleo-5.htm">http://www.univ-ab.pt/~porto/textos/Leonel/Pessoal/paginaleo-5.htm</a>	LINGUA
60	CONCORDE	It aims to increase the employability of school leavers and workers in SMEs by providing access to professional training in Business Administration, ICT and the Environment.	access 3	employability 3			5	1	5	Romania	Micrea Giurgiu micrea.giurgiu@com.utcluj.ro	<a href="http://www.concorde.utcluj.ro/">http://www.concorde.utcluj.ro/</a>	LEONARDO DA VINCI
61	EURO-CHILD-CENTRE	EURO-CHILD-CENTRE will develop professional training curricula and training modules aimed at improving the skills of staff within the social and residential care sectors.	Skill 3	Integration 3			5	1	5	Romania	Gabriela Alexandrescu rosc@mb.roknet.ro	<a href="http://www.economicsoftware.ro/eurochild/">http://www.economicsoftware.ro/eurochild/</a>	LEONARDO DA VINCI

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62	BITEMA	The objective of the project is to develop improved methods and means of education for deaf adults who cannot access the labour market due to poor qualifications on the whole	access 3	adult 1			5	1	5	Slovenia	Niels Nielsen projektet@castberggaard.dk	<a href="http://www.bitema.uni-mb.si/">http://www.bitema.uni-mb.si/</a>	GRUNDTVIG
63	Hum@no	It will develop a postgraduate-level training package for Humanities graduates to contribute to an increased take-up of employment and provide increased labour market access.	access 3	employment 1			5	1	5	Spain	Maria José Saez Brezmes leonardo@cde.uva.es		LEONARDO DA VINCI
64	PROACTIVE INTERNET TRAINING	The project aims at adapting the methodology regarding training and skills resulting from the PROACTIVE project for the use of HR managers within SMEs.	Skill 3	Internet 2			5	1	5	Spain	Vicente I. Frances Frances vicente.frances@uv.es	<a href="http://www.adeit.uv.es/proactiveodl/chome.htm">http://www.adeit.uv.es/proactiveodl/chome.htm</a>	LEONARDO DA VINCI
65	More Active Citizenship for Disabled Persons by Distance Education	The aim of the project is that people with learning disabilities get, keep and develop their contact with society through distance education via the ICTs	citizenship 3	Disabled 1			5	1	5	Sweden	Pär-Olof Eklund peo eklund@solvik.skelleftea.se	<a href="http://europa.eu.int/comm/employment_social/soc-prot/disable/education_en.htm">http://europa.eu.int/comm/employment_social/soc-prot/disable/education_en.htm</a>	GRUNDTVIG
66	Welcome to the Global Village	Its objective is to encourage secondary teachers to use the internet as a pedagogical tool and to give them the competences to use the ICT in an intercultural context.	Competences 3	Internet 2			5	1	5	United Kingdom	Richard SERERO rserero@licra.org	<a href="http://www.globalvillage.com/">http://www.globalvillage.com/</a>	MINERVA
67	TORTE	The TORTE project will both investigate & further develop the role of the 'learner representative' in mediating access to learning	Skill 3	access 3			5	1	5	United Kingdom	Peter Garrod Pgarrod.acl@ednet.lancs.ac.uk		LEONARDO DA VINCI
68	ASILESP	It will focus upon the production of a marketable, computer-based product, for persons with autism, to develop their skills and increase the take-up of job opportunities.	Skill 3	employment 1			2	2	4	United Kingdom	Paul Quantock info@asilesp.com	<a href="http://www.asilesp.com/">http://www.asilesp.com/</a>	LEONARDO DA VINCI
69	PACKAGE	The project is concerned with improving the manner in which people with disabilities and older persons can open packages and access the information on their labels.	access 3	Disabilities 1			2	2	4	united kingdom	CARUS, David d.a.carus@mecheng.strath.ac.uk M. Doyle mike.doyle@hame.com	<a href="http://www.packageproject.com/">http://www.packageproject.com/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
70	AGORA 2000	The objective is to try to bridge the gap between citizens and regional/urban decision makers in order to get common, enhanced solutions to territory planning issues. This will be done through a combination of software products to conduct sales over the Internet and help increase the potential and extension of ICT in the sales market of manufacturing goods and services.	citizens 3	internet 2			5	3	3	Italy	AGORA 2000 agora_2000@tin.it	<a href="http://www.agora2000.org/">http://www.agora2000.org/</a>	LEONARDO DA VINCI

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71	Follo.www	Foreign Languages for People Working With Wood. It will develop an on-line elementary language course for the improvement of sector-specific language skills,for employees within the woodworking industry.	Skill 3				1	3	3	Austria	Monika Thum-Kraft info@ibw.at	<a href="http://www.follo-www.net/">http://www.follo-www.net/</a>	LEONARDO DA VINCI
72	Animated Agents	Integration of Animated Agents into Virtual Learning Environments for Socially Disadvantaged People. The integrated animated agents are anthropomorphic "escorts" based on artificial intelligence which can give advice or feedback in the cultural context of the user.	Integration 3				1	3	3	Austria			INFORMATION SOCIETY TECHNOLOGIES (IST)
73	A-Team	The project will develop and test a new approach to advanced technical training using an integration of artificial intelligence (AI) technologies and dynamic simulation modeling for the domain of emergency management applications.Learning-by-doing, the by far most effective method for practical skills in a very complex and ill-structured domain with an enormous range of possible situations.	Skill 3				1	3	3	Austria	Kurt Fedra info@ess.co.at		INFORMATION SOCIETY TECHNOLOGIES (IST)
74	ORPHEUS	ORPHEUSwill enable the educational institutions in Europe to access the unique European photographic heritage.	access 3				1	3	3	Belgium	Bruno Lambrecht bruno.lambrecht@lrd.kuleuven.ac.be	<a href="http://cwisdb.cc.kuleuven.ac.be/research/P/3H02/project3H020625.htm">http://cwisdb.cc.kuleuven.ac.be/research/P/3H02/project3H020625.htm</a>	eTEN
75	Integration Programme for Unemployed	It aims at strengthening cooperation between metallurgical companies, labour offices, potential new employers, training institutions, etc. to create networks of experts committed to solving problems.	Integration 3				1	3	3	Czech Republic			EQUAL
76	OPIFEX	Qualifications Development for on-the-job training staff in the Metal Industry. The project will develop both a learning package and skills test qualification for welders and computer numerical control (CNC) machinery technicians in the metal industry.	Skill 3				1	3	3	Finland	Anne Huhtala anne.huhtala@amiedu.fi		LEONARDO DA VINCI
77	EPCO	The project aims at developing interactive materials for the learning of listening and speaking skills in foreign languages	Skill 3				1	3	3	France	Philippe Perrey perrey@videoscop.univ-nancy2.fr		LINGUA
78	INOMANAGEUR	The project, based on MUTINDEL, is designed to develop the skills of managerial staff and heads of European firms in the electrical sector in the field of change management	Skill 3				1	3	3	France	Hugues Lenoir Hugues.lenoir@u-paris10.fr		LEONARDO DA VINCI

Ranking de 2,3 y 4 keywords -según implementación de reglas (Cont.)													
Project	Description	Keyword 1	Keyword 2	Keyword 3	Keyword 4	Specific weight	Innovation	Ranking	País	Contacto	Sitio web	Programa	
79	NAME	The proposal is to create an international dictionary of multimedia qualifications and skills to provide a framework of reference for several purposes.	Skill 3				1	3	3	France	Francois Adoue Contact@aquitaine-multimedia.com		LEONARDO DA VINCI
80	L'Artisanat Batit son Avenir	The project aims at avoiding isolation in the areas of the Haute Ardèche, Haute Loire, and Haut Allier by facilitating access to the ICTs	access 3				1	3	3	France	BADER capeb43@wanadoo.fr		EQUAL
81	DEUMA	The project promotes technical German language skills for young trainee machine-builders in CZ, SK and F.	Skill 3				1	3	3	germany	Irena Cornejova cornejova@kj.fme.vutr.cz		LEONARDO DA VINCI
82	JobART	Development, certification and sustainable dissemination of an EU-wide transferable job preparation approach (for disadvantaged persons) in the fields of event technology and digital media design	Skill 3				1	3	3	Germany	Klaus Wiese kwiese@kirchbauhof.de		LEONARDO DA VINCI
83	LIFT.COM	Enhancing skills in European works councils with a view to improving participation of workers' representatives in the social dialogue	Skill 3				1	3	3	Germany	Rolf Jaeger rolf.jaeger@igbce.de		LEONARDO DA VINCI
84	ASIMIL	Flight training is the main objective of the ASIMIL (Aero user-friendly SIMulation-based distance Learning) project. ASIMIL aims at developing a tool that will train and sharpen the skills of pilots in the Aeronautical domain. By combining Virtual Reality (VR) and Case Based Reasoning (CBR) we hope to enhance the traditional training processes.	Skill 3				1	3	3	Germany	Roger Lalanne roger.lalanne@star-ima.com		INFORMATION SOCIETY TECHNOLOGIES (IST)
85	I Curriculum	The objective of the project is to establish a European framework for defining information skills and a curriculum appropriate for living and learning in the digital age.	Skill 3				1	3	3	Greece	Kathy KIKIS-PAPADAKIS katerina@iacm.forth.gr	<a href="http://promitheas.iacm.forth.gr/i-curriculum/">http://promitheas.iacm.forth.gr/i-curriculum/</a>	MINERVA
86	CoLabs	A new type of learning environment is created that helps learners to develop flexible knowledge and skills to collect and synthesize information and to collaborate with others.	Skill 3				1	3	3	Hungary	Márta TURCSÁNYI-SZABÓ turcsanyine@ludens.elte.hu	<a href="http://matchsz.inf.elte.hu/colabs/">http://matchsz.inf.elte.hu/colabs/</a>	MINERVA
87	Towards Democratic Citizenship Through Non-Formal Education	What the partnership of the project is going to explore are the specific processes within non-formal education which enhance citizenship	citizenship 3				1	3	3	Iceland	Anna Lee tallpart@eircom.ie	<a href="http://www.coe.int/T/E/Cultural_Co-operation/Education/">http://www.coe.int/T/E/Cultural_Co-operation/Education/</a>	GRUNDTVIG

Ranking de 2,3 y 4 keywords -según implementación de reglas (Cont.)													
Project	Description	Keyword 1	Keyword 2	Keyword 3	Keyword 4	Specific weight	Innovation	Ranking	País	Contacto	Sitio web	Programa	
88	SOLCO	Key Skills to Secure Development of the Local Economy. The project aims to support government and local authority staff (social actors) in the development of public training policy for the local economy with regard to SMEs.	Skill 3				1	3	3	Italy	Miranda Bassoli mbassoli@rso.it	<a href="http://www.rso.it/solco/">http://www.rso.it/solco/</a>	LEONARDO DA VINCI
89	CHANCE	Cultural Heritage Access through Networked ServiCes for Edutainment Market. The overall project addressed in CHANCE aims at establishing a European-wide service for on-line access to cultural data repositories.	access 3				1	3	3	Italy	Dario Avallone avallone@mail.eng.it		eTEN
90	ECML	ECML project would like to help stakeholders to understand why teaching media literacy is so important and give students new education tools.	media literacy 3				1	3	3	Italy	Mr Domenico Ferrari and Ms. Elena Murelli: domenico.Ferrari@unicatt.it; elena.Murelli@unicatt.it	<a href="http://www.unicatt.it">http://www.unicatt.it</a>	ELEARNING INITIATIVE
91	COASTLEARN	Multimedia Distance Training Package for Eastern Europe on Integrated Coastal Management. It aims at the creation of an ODL system about Integrated Coastal Management to make them accessible to professionals in the Eastern Mediterranean, the Baltic and Black seas.	access 3				1	3	3	Netherlands	Carla Bennink C.A.Bennink@rikz.rws.minvenw.nl nink@rikz.rws.minvenw.nl	<a href="http://www.netcoast.nl/coastlearn/website/index.htm">http://www.netcoast.nl/coastlearn/website/index.htm</a>	LEONARDO DA VINCI
92	AINNODL	The project has a definite educational content, but in order to fully adapt these innovative tools to the learning/teaching of various types of knowledge and to acquiring various types of skills, a part dedicated to development and evaluation had to be included along with the actual practicing of the ODL.	Skill 3				1	3	3	Portugal	Pedro Pimenta (Project Coordinator) pimenta@dsi.uminho.pt <a href="http://www.uminho.pt">http://www.uminho.pt</a>	<a href="http://www.odl.qmul.ac.uk/dynamic/index/">http://www.odl.qmul.ac.uk/dynamic/index/</a>	MINERVA
93	BENVIC	Benchmarking of Virtual Campuses. To develop, test and establish an educational approach for the evaluation of virtual campus experiences.	Virtual campus 3				1	3	3	Spain	Albert Sangrà asangra@uoc.edu <a href="http://www.uoc.edu">http://www.uoc.edu</a>	<a href="http://www.benvic.odl.org/">http://www.benvic.odl.org/</a>	MINERVA
94	MS NET	How to Access Training through the Net. The MS NET project will develop and offer training courses in ICT and new technologies for 'Persons with Multiple Sclerosis.	access 3				1	3	3	Spain	Pedro Carrascal Rueda adembi@esclerosismultiple.com	<a href="http://www.msnetguide.com/index.shtml">http://www.msnetguide.com/index.shtml</a>	LEONARDO DA VINCI
95	GRAB	A Haptic Virtual Environment Its aim is to allow blind people to access to the 3D graphic computer world through the sense of touch and with audio help, by means of a new Haptic Virtual Environment (HVE).	access 3				1	3	3	Spain	GUTIERREZ, Teresa tere@labein.es	<a href="http://www.grab-eu.com/">http://www.grab-eu.com/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)

Ranking de 2,3 y 4 keywords -según implementación de reglas (Cont.)													
Project	Description	Keyword 1	Keyword 2	Keyword 3	Keyword 4	Specific weight	Innovation	Ranking	País	Contacto	Sitio web	Programa	
96	VISUAL	The objective of this project is to develop voice based technology in order to improve the access of visually impaired people to the information society.	access 3				1	3	3	Spain	Joaquín TRAPERO trapero@sztele.com	<a href="http://www.sztele.com/visual/">http://www.sztele.com/visual/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
97	4L KnowLedge for Life Long Learning	The idea behind the 4L project is to use advanced IT tools in order to convert simple information retrieval to practicing skills and capabilities, which can develop both individuals and organisations.	Skill 3				1	3	3	Spain			INFORMATION SOCIETY TECHNOLOGIES (IST)
98	ECE	Education For Citizenship In Europe. The purpose of this project is to develop a model for teacher training such that pupils will be able to participate in the roles they will encounter in their lives as citizens in Europe.	citizenship 3				1	3	3	Spain	Jacqueline DAWSON jacqueline_dawson@croydon.gov.uk +44/20/86.55.12.99		COMENIUS
99	El uso de TIC con NEE en integración	It expects to develop the ICT abilities of teachers as a tool to improve the reading and writing skills of pupils between 7 and 14 years old with special educational needs.	Skill 3				1	3	3	Spain	Manuel ESTÉVEZ MESA mestevez@averroes.cec.junta-andalucia.es	<a href="http://www.leargas.ie/education/ca/school3.html">http://www.leargas.ie/education/ca/school3.html</a>	COMENIUS
100	5D 5th Dimension—Local Learning Communities in a Global World	By promoting contacts between universities and schools, the ICT skills of university staff are applied to help develop computer-based learning systems. The 5D project is based on the concept of the Fifth Dimension (5D) - local learning communities in a global world. This means using new computer and telecommunications technologies to strengthen communications between members of local communities, to build meaningful inter-generational and inter-institutional learning environments	Skill 3				1	3	3	Sweden	Eva-Lisa Ahnström eva-lisa.ahnstrom@bth.se	<a href="http://www.5d.org/">http://www.5d.org/</a>	INFORMATION SOCIETY TECHNOLOGIES (IST)
101	ALLMEDIA Alliance for a Media Literacy Education	This project brings together a diverse alliance of educational organisations, in order to create a pan-European network to bring media literacy education to all.	media literacy 3				1	3	3	Sweden	Urban Karlsson urban.j.karlsson@karlstad.se	<a href="http://www.allmediaeurope.org/">http://www.allmediaeurope.org/</a>	ELEARNING INITIATIVE
102	EUCEBS	EUCEBS will pilot and further develop the 'European Certificate of Basic Skills' within individual training sectors in each of the nine partner countries.	Skill 3				1	3	3	United Kingdom	Jeff Haywood j.haywood@ed.ac.uk		LEONARDO DA VINCI
103	CERCOM	The project is designed to create a permanent and comparative database of activity profiles for standard commercial jobs in European firms.	Competences 3	Skill 3			2	1	2	Belgium	Julia Ridsdale-Saw jridsdale@emc.be		LEONARDO DA VINCI

Ranking de 2,3 y 4 keywords -según implementación de reglas (Cont.)													
Project	Description	Keyword 1	Keyword 2	Keyword 3	Keyword 4	Specific weight	Innovation	Ranking	País	Contacto	Sitio web	Programa	
104	Household Services Abroad (Houseserve)	It will establish a training package for Household Assistants to learn basic skills in Greek to enable them to undergo their daily work more effectively.	Skill 3	employment 1			2	1	2	Cyprus	Diomides Diomidous deok@cytanet.com.cy		LEONARDO DA VINCI
105	Competences et Autonomie	The project's aim is that of favouring employment and fighting discrimination through specific training programmes.	Competences 3	employment 1			2	1	2	France	DUJARDIN ceris@umb.u-strasbg.fr		EQUAL
106	Savoir-faire, Patrimoine et Développement	The project aims at developing activities to feed the employment market in this area in order to use and give value to the working competences of those that live there	Competences 3	employment 1			2	1	2	France	GIMENEZ cellule@objectif-emploi.asso.fr	<a href="http://www.coe.int/DefaultEN.asp">http://www.coe.int/DefaultEN.asp</a>	EQUAL
107	PRACTICERT	The project aims at recognising and certifying skills and competences acquired in transnational work placements in the hotel, catering and administration sectors.	Skill 3	Competences 3			2	1	2	Germany	Anthony Fitzpatrick icc_europe@compuserve.com		LEONARDO DA VINCI
108	DILATT	The training model will create new techniques to provide tourism services with greater understanding of the needs of people with special needs.	access 3	special needs 2	Disabled 1		2	1	2	Italy			LEONARDO DA VINCI
109	WEBBITT	The WEBBITT project will develop both pedagogic skills (competences) and a range of dedicated support materials aimed particularly at ICT training personnel.	Skill 3	Competences 3			2	1	2	United Kingdom	Sean Bamford sbamford@tuc.org.uk		LEONARDO DA VINCI
110	Ingenierie Territoriale de Developpement de l'Emploi et des Competences	It aims at creating a territorial organisation to develop employment and competences at the service of the SMEs.	Competences 3	employment 1			2	1	2				EQUAL
111	LOG IN THE MEDIA	The main objective of the project is to provide ethnic minority audience groups with innovative tools to fight against racism, discrimination, xenophobia and social exclusion as spread by the media by means of media literacy, empowerment and the production of original intercultural media materials. All the activities will effectively improve intercultural dialogue with media operators and broadcasters. The project will also strengthen and further develop cooperation and networking between bodies operating at the European level in media literacy, anti-discrimination, e-learning, media and minorities' issues.	media literacy 3				1	2	2	Italy	Ms. Anna Meli: meli@cospe-fi.it		ELEARNING INITIATIVE

Ranking de 2,3 y 4 keywords -según implementación de reglas (Cont.)													
Project	Description	Keyword 1	Keyword 2	Keyword 3	Keyword 4	Specific weight	Innovation	Ranking	País	Contacto	Sitio web	Programa	
112	e-QUALITY	The general aim of the present project is to foster democratic participation and the use of the ICTs by people who have had less opportunities to access them, by means of training focused on critical reading of the mass media, including the images derived from these.	access 3				1	2	2	Spain	Ms. Ana Lebrón Ruize: facepa@telefonica.net		ELEARNING INITIATIVE
113	MEMOIMAG Methodologies of Ed	It is an elearning initiative aimed at creating a network of schools enabling young people to access, analyse, produce and evaluate material relating to the new media culture	access 3				1	2	2	Spain	Mariano del Castillo castillo@cece.es	<a href="http://www.memoimag.com/">http://www.memoimag.com/</a>	ELEARNING INITIATIVE
114	RELATE Relate	The relate project deals with the media's portrayal of love, sex and relationship. The materials produce during the project are intended to be relevant both to the teaching of media literacy and to the health promotion and social education programmes.	media literacy 3				1	2	2	United Kingdom	David Dennis Buckingham d.buckingham@ioe.ac.uk		ELEARNING INITIATIVE
115	Cactus	Le développement de la culture numérique nécessite, en parallèle, la mise en place de l'éducation à l'image et aux médias. CACTUS répond à la demande de formation ouverte et à distance des sociétés de production et de télévision européennes, représentées ici par l'UER-EBU.	digital literacy=culture numérique 3				1	1	1	Austria	Claude LATREILLE: claude.latreille@audiovisuel-cassin.com		ELEARNING INITIATIVE