ABSTRACT

Considering engineers education, there is a number of key points-problems that need to be considered in the design of the relevant educational services and platforms. Initially, there is the need to develop special e-learning platforms for the engineers, which exploit the benefits of the existing informative and communicative ICT tools and services and ODL procedures. This aims at rendering the access to educational material and services straight-forward. Moreover, there is the continually accelerating and renovating technology market-cognitive field. In fact, in some particular cognitive fields, the problem is more distinct, as new technologies invade the market daily. Consequently, the lifetime of products rapidly decreases rendering them obsolete, in favour of new emerging technologies. This significantly affects the engineers’ cognitive content, making the continuous process of the dynamical upgrading of the engineering syllabus indispensable, so as to make it more qualitative and closer to the technological evolution. With respect to the aforementioned ideas and problems that relate to engineers’ education, this article presents an e-learning environment, which has been developed in the ‘Platon’ project (O.P. ‘Education’ framework), for the education of engineers exploiting ICT tools and services as well as appropriate procedures to follow closely the accelerating technological evolution and knowledge.