



Biomimicry Design for Sustainability Skills in VET

KA220-VET-00620D4B

**KA220-VET - Cooperation Partnerships in Vocational Education
and Training**

WP4 Biomimicry Platform Development

D4.1 Biomimicry digital platform – Walkthrough of digital services

1



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Introduction

Deliverable 4.1 Biomimicry digital platform introduces a series of services for educators and students that support collaboration, co-creation, and innovation based on biomimicry approaches, namely solutions inspired by natural forms, models, and processes. The platform guides students and educators in introducing solutions to modern challenges through the six biomimicry steps: Define, Biologize, Discover, Abstract, Emulate, and Evaluate. The platform is accessible at the following address: <https://letsmimic.e-ce.uth.gr/#/>. It is also accessible through the project portal on the results page at the address <https://letsmimic.eu/biomimicry-digital-services/>, which also provides access to the platform Technical Guide – Manual.

This supporting document provides a step-by-step walkthrough of the biomimicry digital platform functionality with clear and detailed instructions.

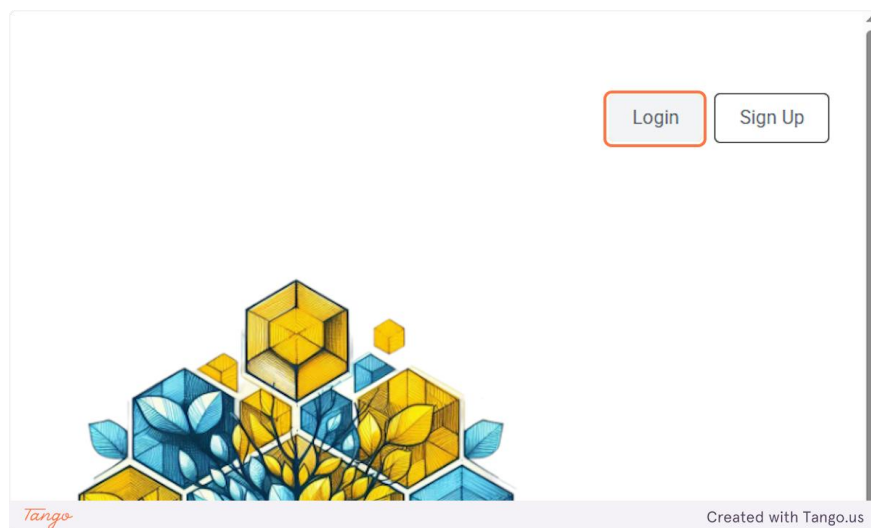
Platform login

The address of the Let's Mimic platform website is: <https://letsmimic.e-ce.uth.gr/>.

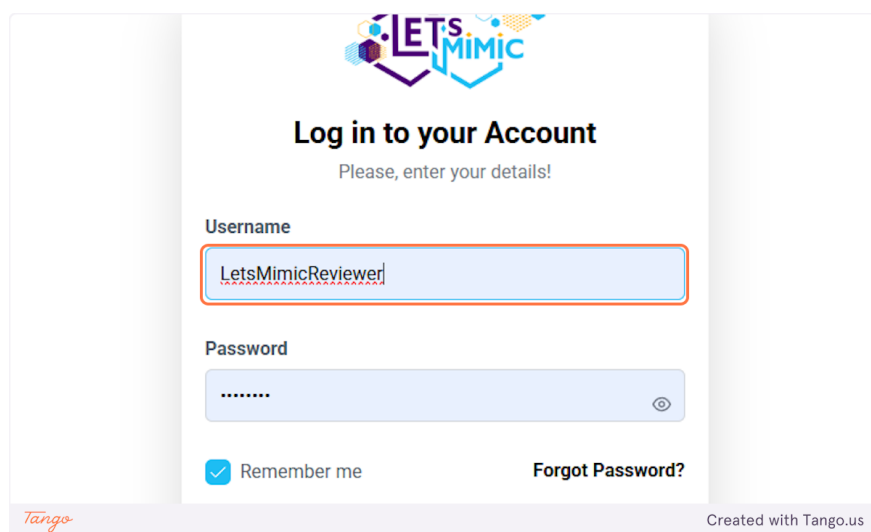
We have created an account for you where you will have access to all the public content of the platform, where users of the Let's Mimic platform have created.

Your **username** is: **LetsMimicReviewer**, and your **password** is: **reviewer**.

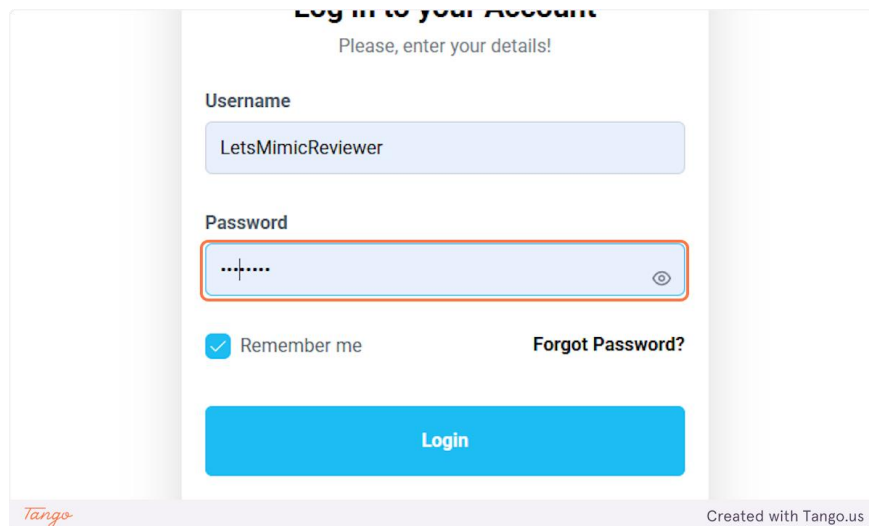
1. Click on the Login button.



2. Enter your username.



3. Enter your password.



The image shows a login form titled "Log in to your Account" with the instruction "Please, enter your details!". It features two input fields: "Username" containing "LetsMimicReviewer" and "Password" containing masked characters ".....". The password field is highlighted with a red border. Below the password field are a checked "Remember me" checkbox and a "Forgot Password?" link. A blue "Login" button is at the bottom. The form is set against a light gray background with a white card effect. A "Tango" logo is in the bottom left, and "Created with Tango.us" is in the bottom right.

Log in to your Account

Please, enter your details!

Username

LetsMimicReviewer

Password

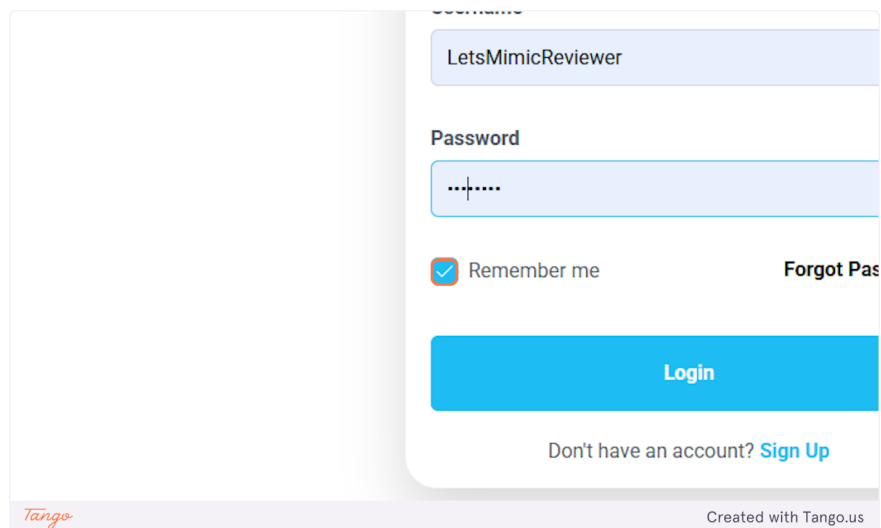
.....

☒ Remember me [Forgot Password?](#)

Login

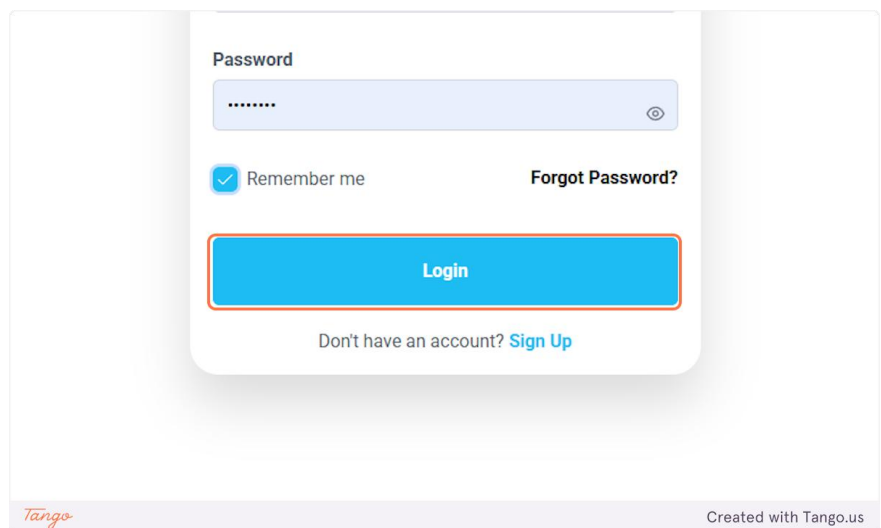
Tango Created with Tango.us

4. You can check the Remember me option if you want to stay logged in.



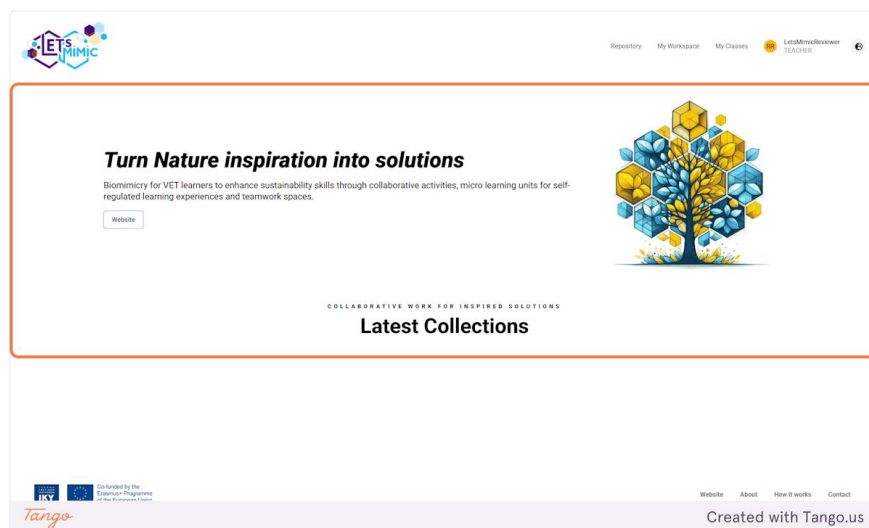
A screenshot of a login form. The form has a light blue header with the text "Username". Below it is a text input field containing "LetsMimicReviewer". The next section is labeled "Password" and has a password input field with masked characters ".....". Below the password field is a checkbox labeled "Remember me" which is checked, and a link "Forgot Password" to its right. At the bottom of the form is a large blue button labeled "Login". Below the button is a link "Don't have an account? Sign Up". The form is set against a light gray background. At the bottom left of the image is the "Tango" logo, and at the bottom right is the text "Created with Tango.us".

5. And then click the Login button.

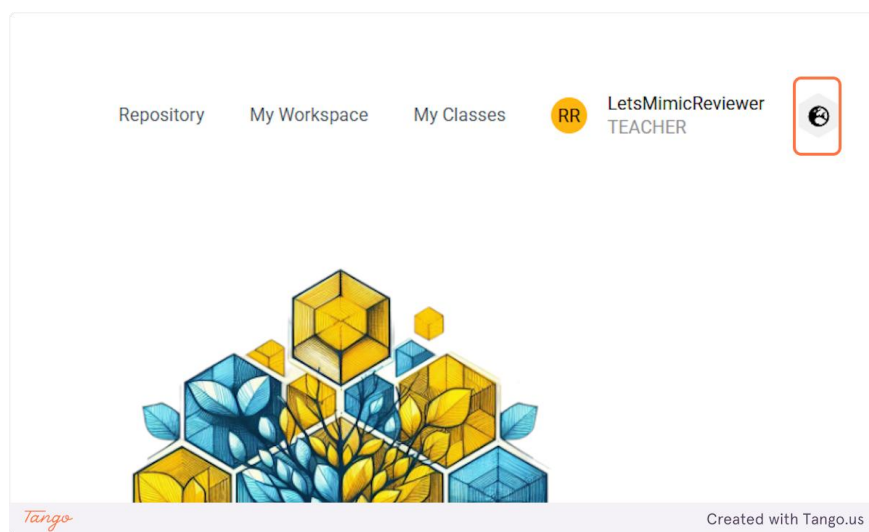


A screenshot of the same login form as above. The "Remember me" checkbox is checked. The "Login" button is highlighted with a red border. The "Forgot Password?" link is visible to the right of the checkbox. The "Don't have an account? Sign Up" link is at the bottom. The "Tango" logo and "Created with Tango.us" text are at the bottom of the image.

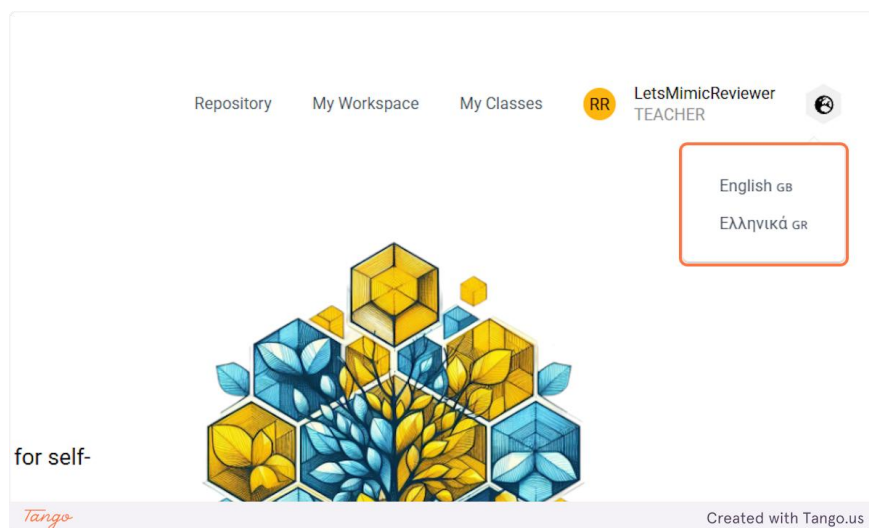
6. You will be redirected to the home page of the platform.



7. You can change the display language of the platform by clicking on the highlighted icon.

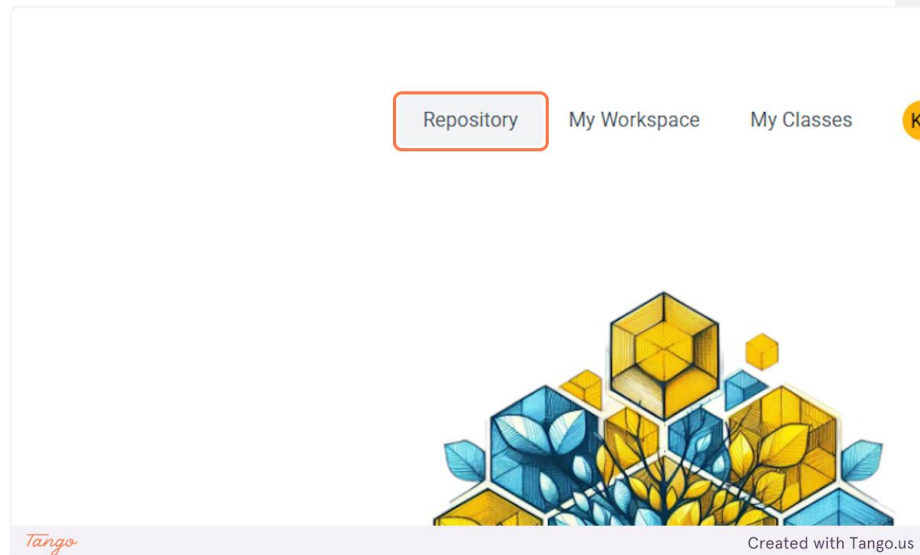


8. Click on any of the available options to change the language of the platform.

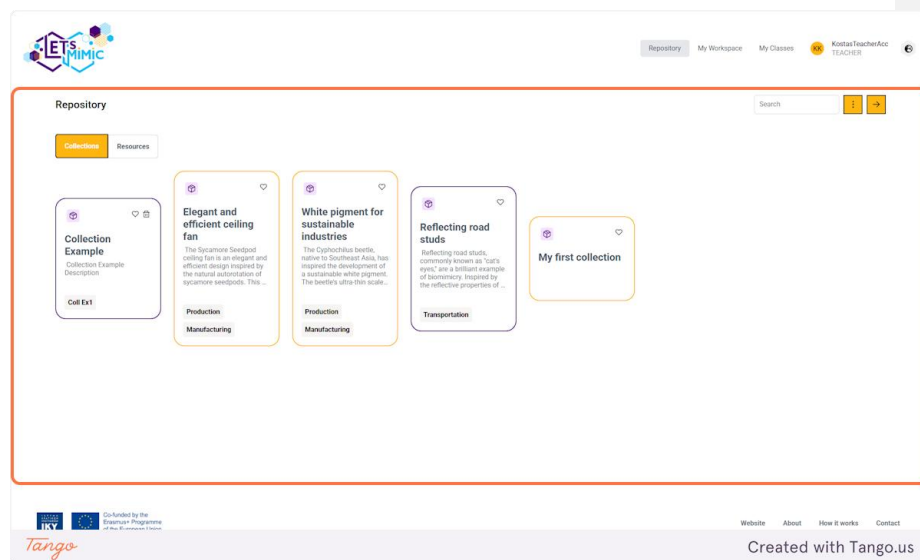


Content browsing

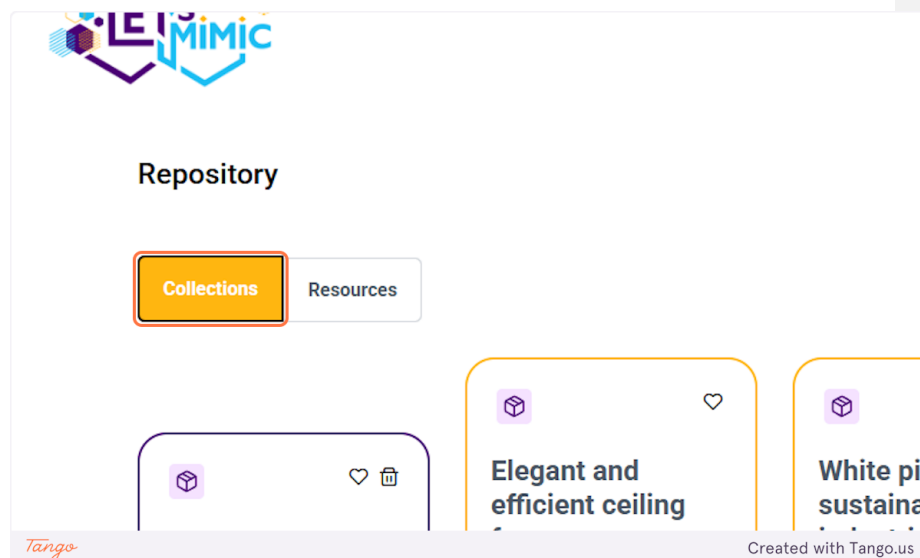
1. Click on Repository to go to the repository page.



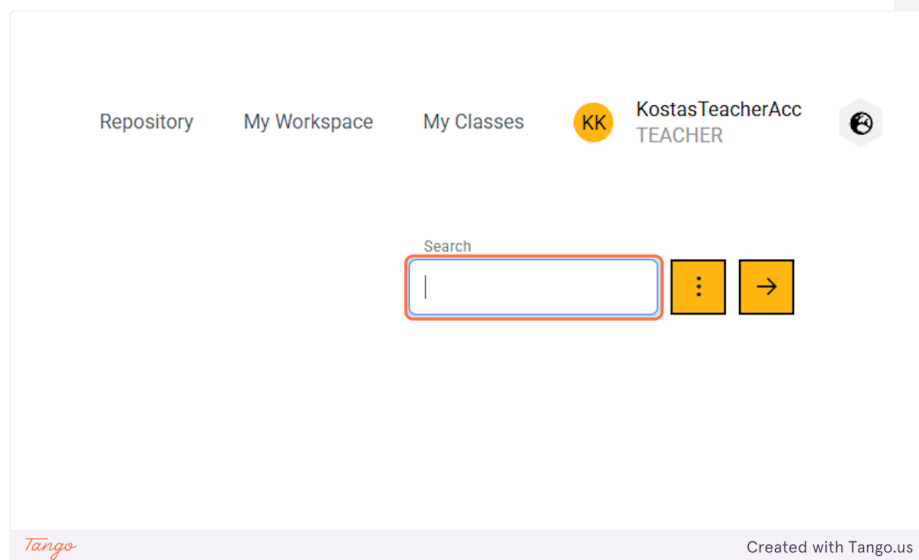
2. Here you can view the publicly available collections and resources.



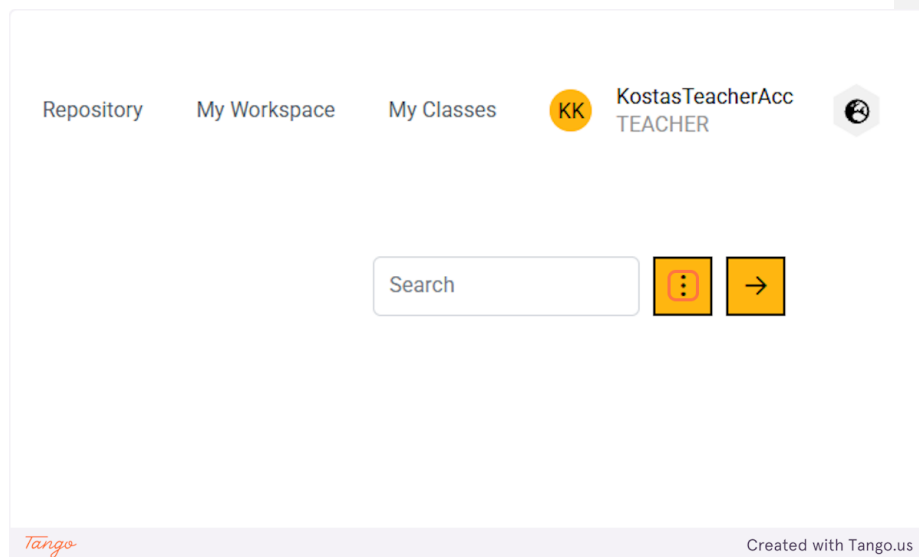
3. Click on Collections to view the public collections.



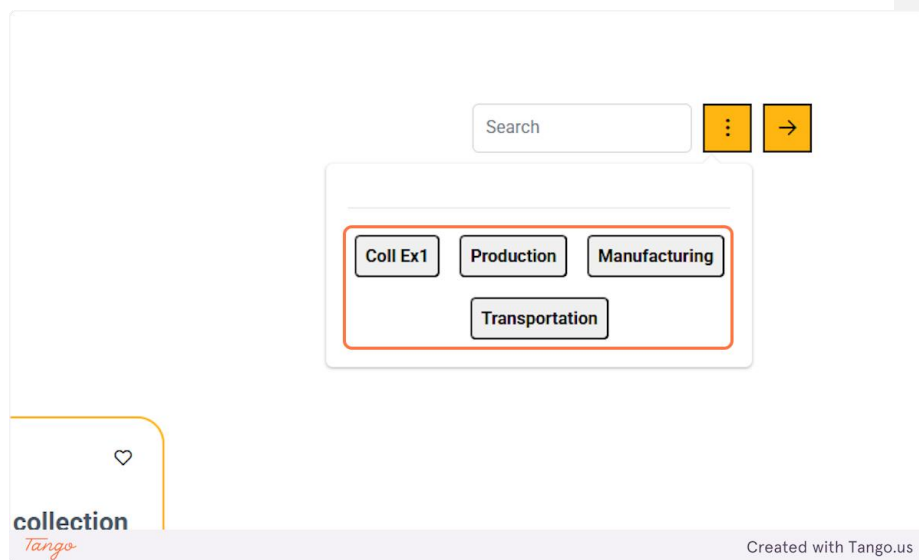
4. You can search for a public collection by its name.



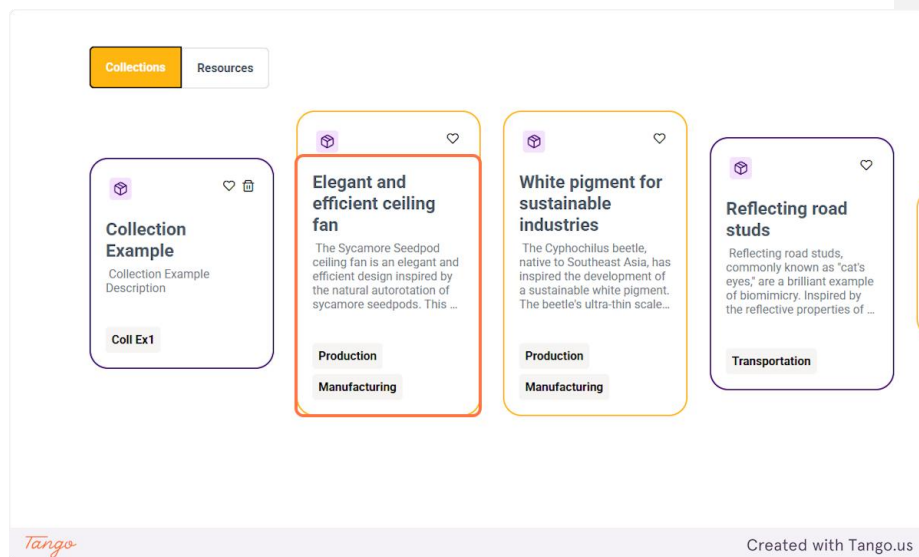
5. Click on the highlighted icon to filter them with a tag.



6. Here you can see all the available tags. Select one by clicking on it.



7. You can click on a collection card to preview the collection.



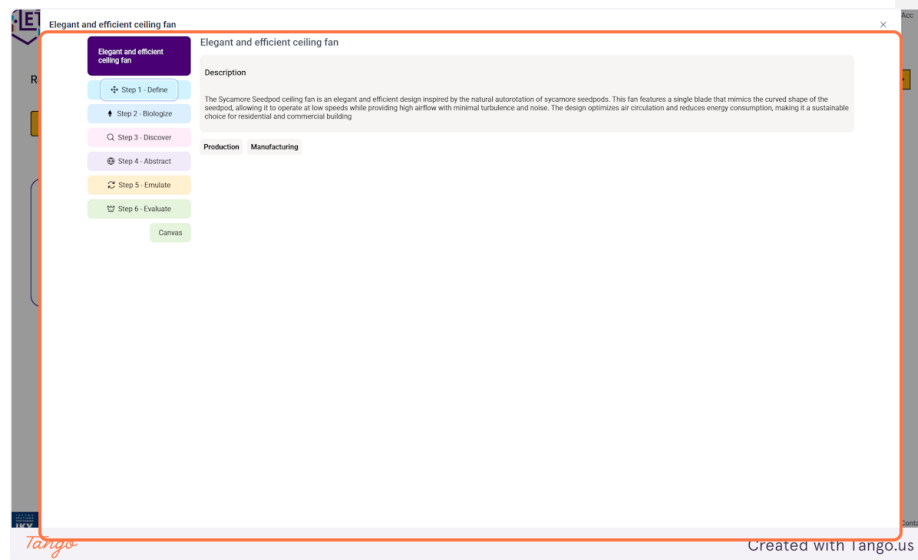
8. Here is an example of a collection preview window.

By default, the name and description of the collection are displayed.

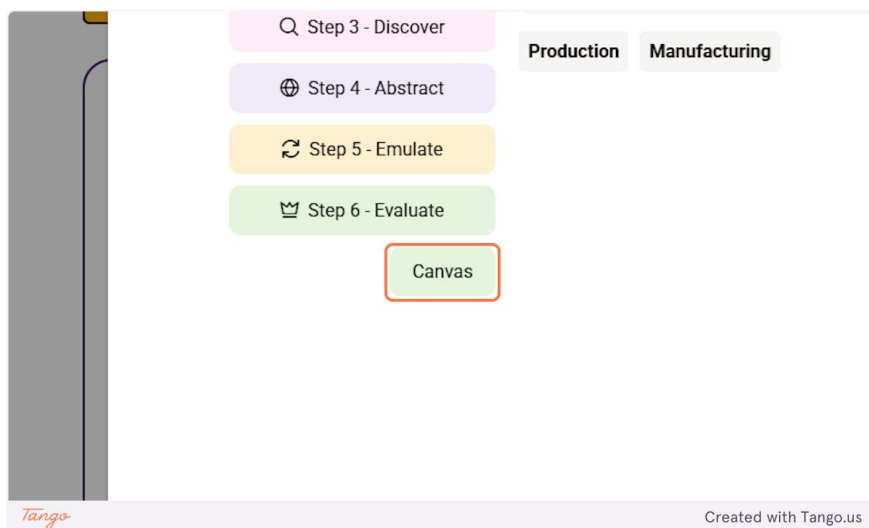
On the left side of the window, you can see the six steps of the biomimicry process. Multiple resources can be assigned to each step.

A resource can contain a document, an H5P activity, a video, or a canvas.

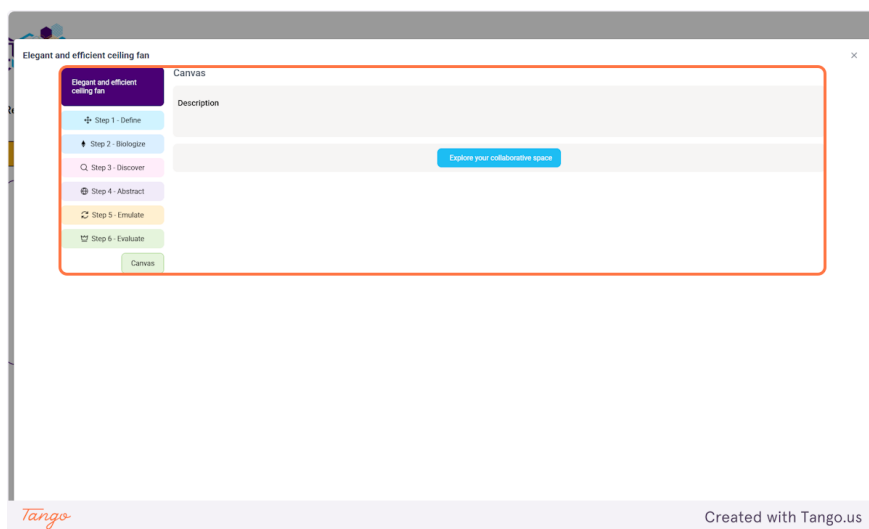
In this example, you can see that under the sixth step, there is a resource named Canvas.



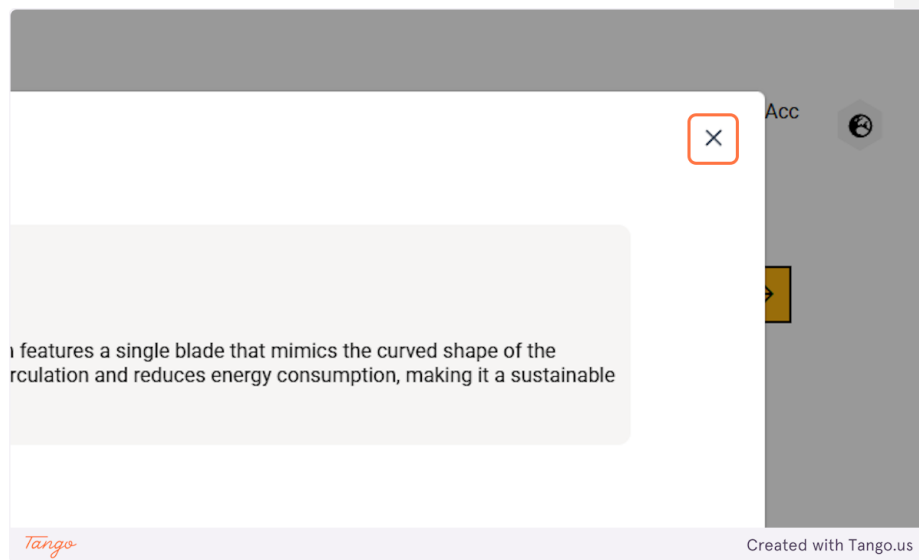
9. Click on the name of a resource to explore its contents.



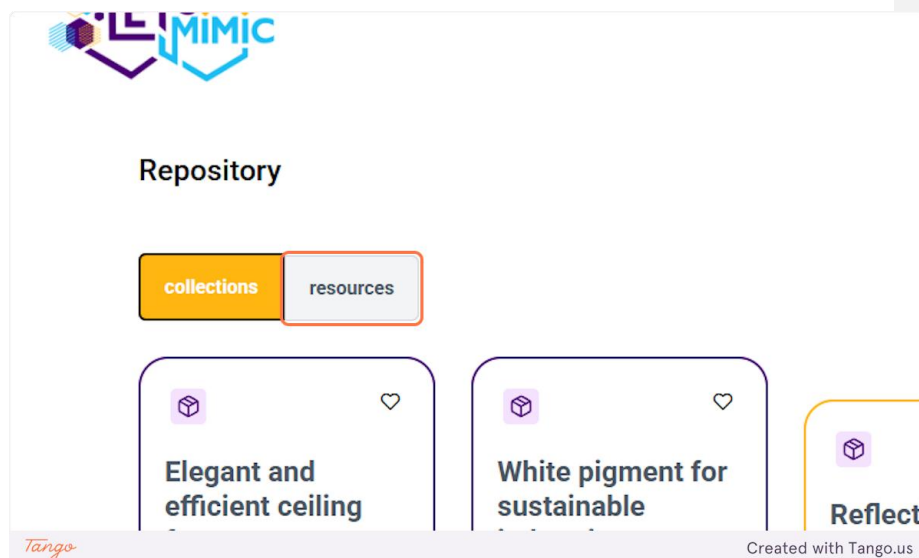
10. This is an example of the preview of a canvas resource.



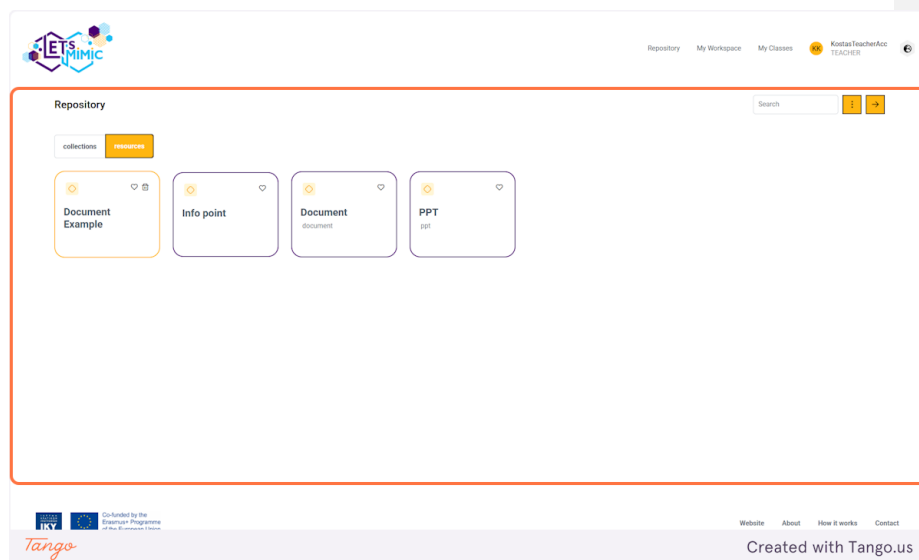
11. Click on the highlighted icon to close the preview window.



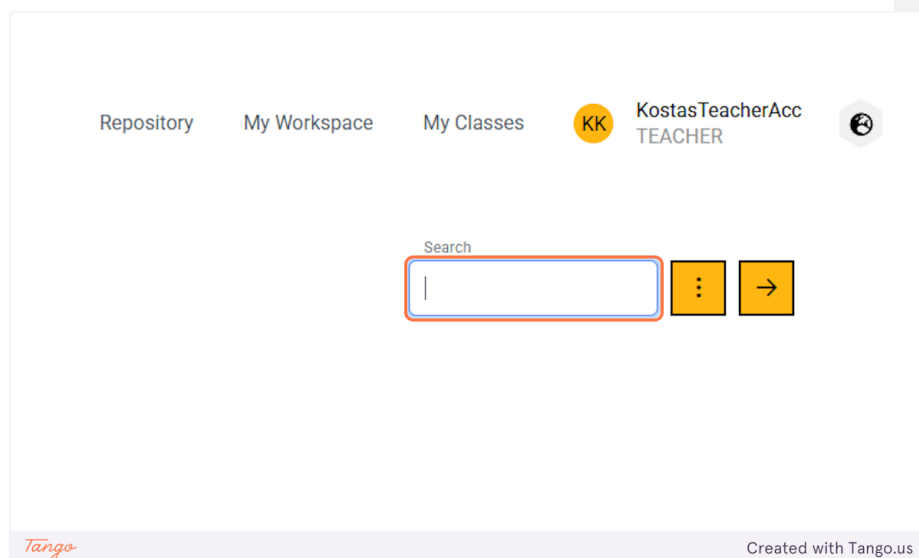
12. Click on Resources to view the public resources.



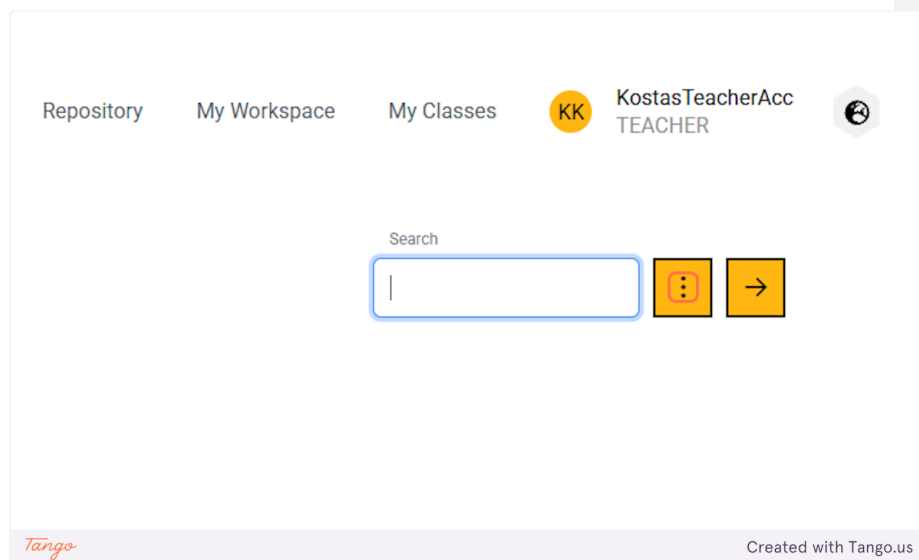
13. This screen is like the public collection page.



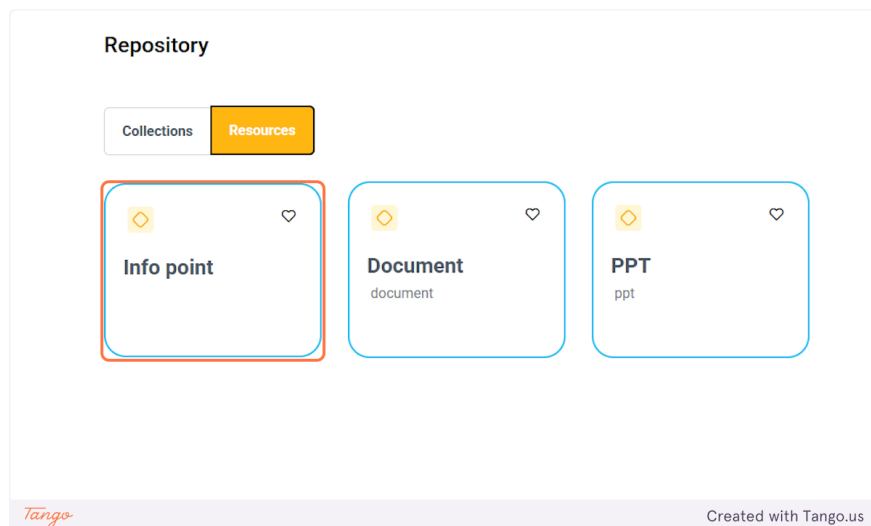
14. As with the public collections you can search them by name.



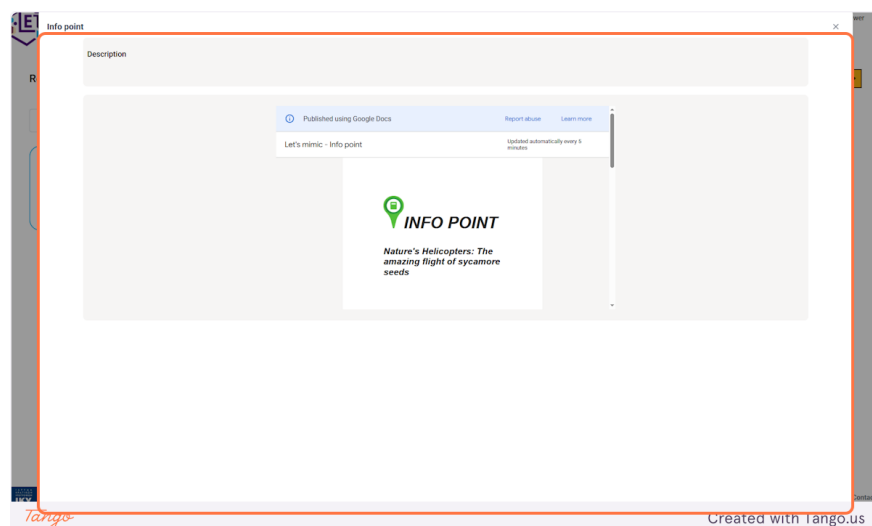
15. And you can search for them with a tag.



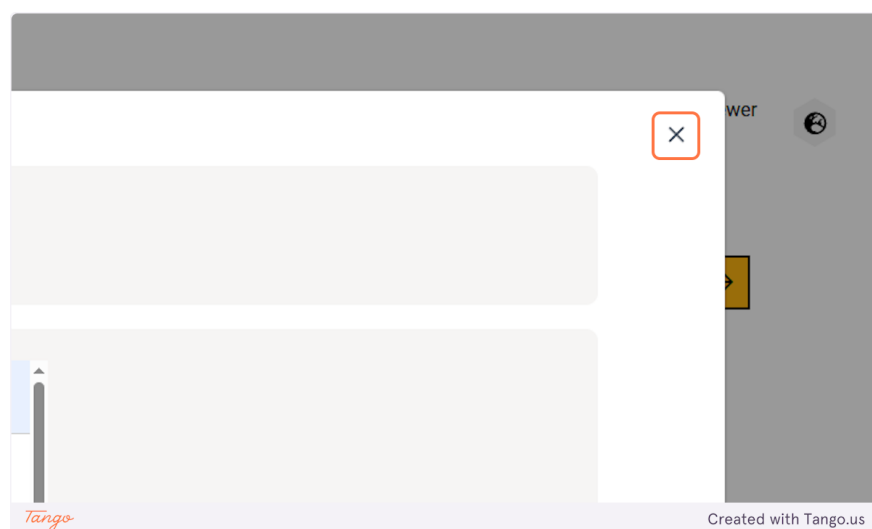
16. Click on a resource card to preview its contents.



17. A preview window will open. This is an example of a resource containing a document.



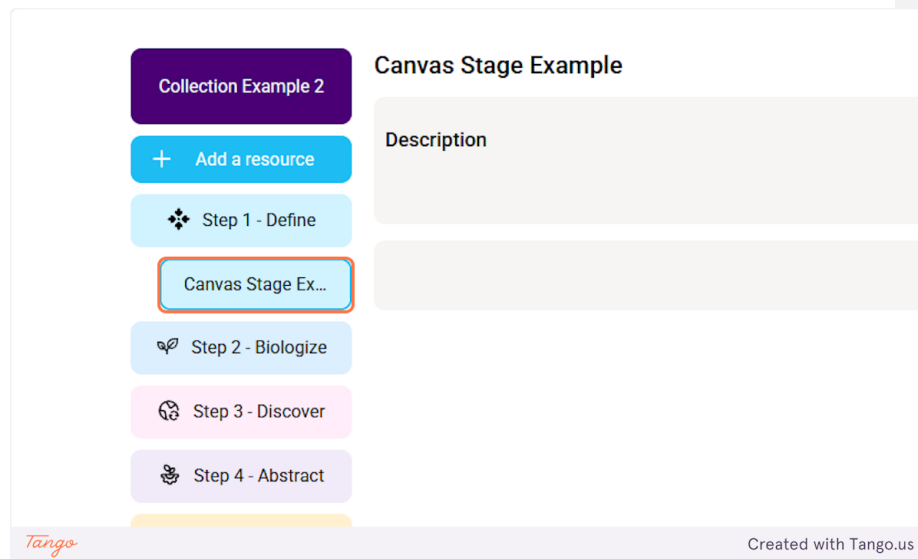
18. Click on the highlighted icon to close the preview window.



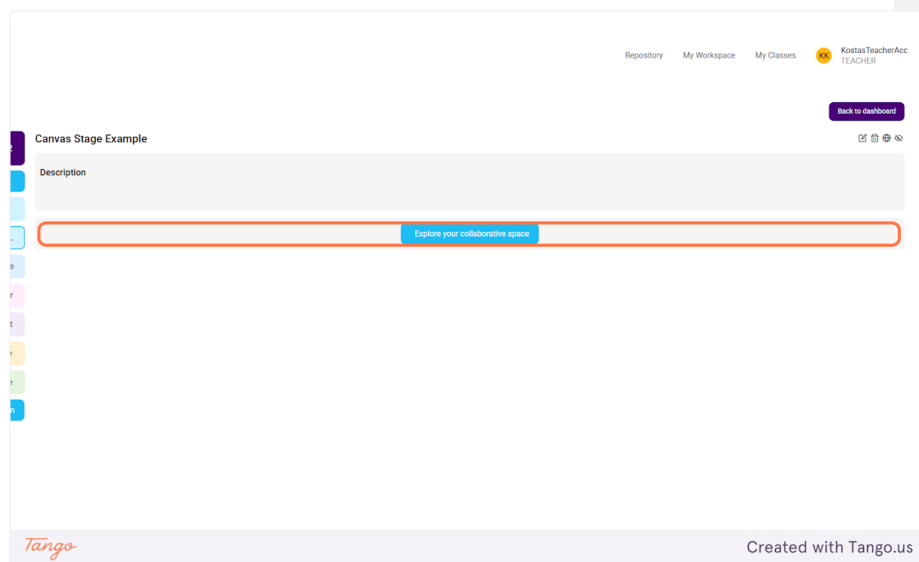
Canvas Navigation

Having selected a canvas stage, you will be taken to a virtual canvas page, where platform users have created notes that may contain text, images or videos.

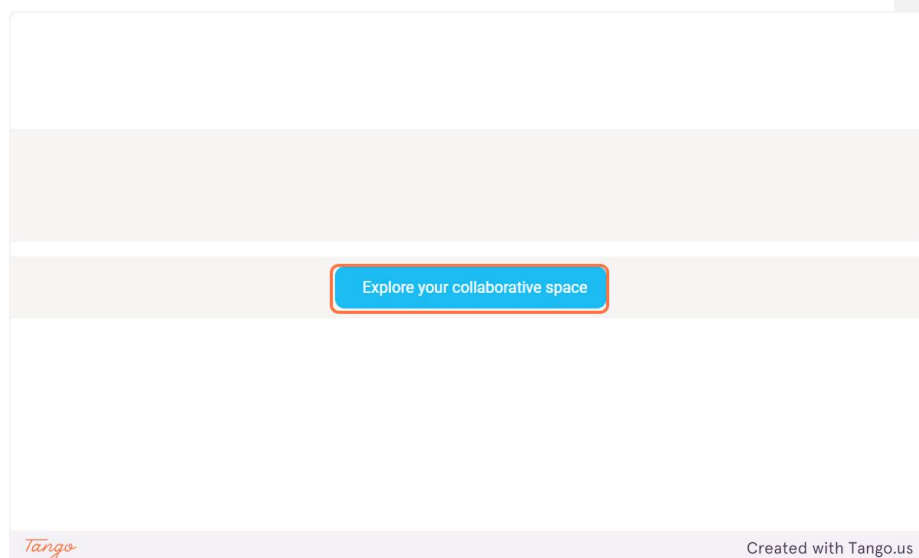
1. Click on Canvas Resource.



2. Example of a Canvas Resource page.



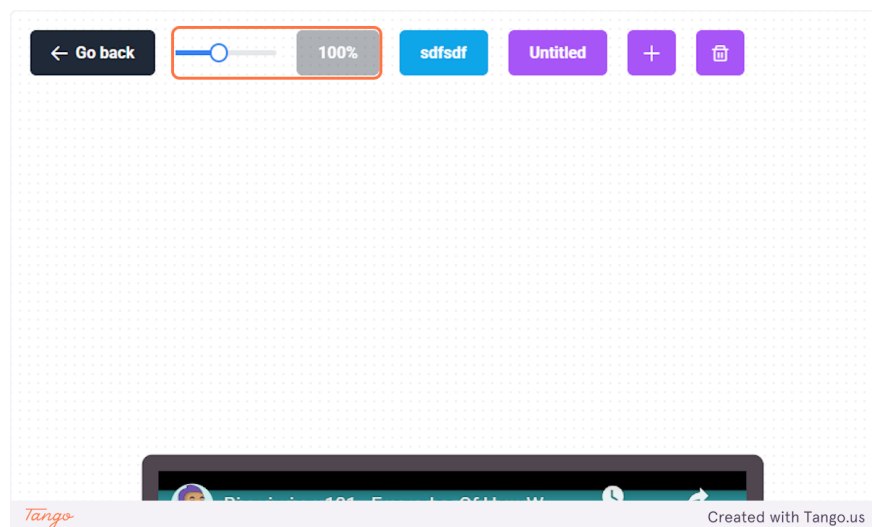
3. Click on Explore your collaborative space to go to the canvas page.



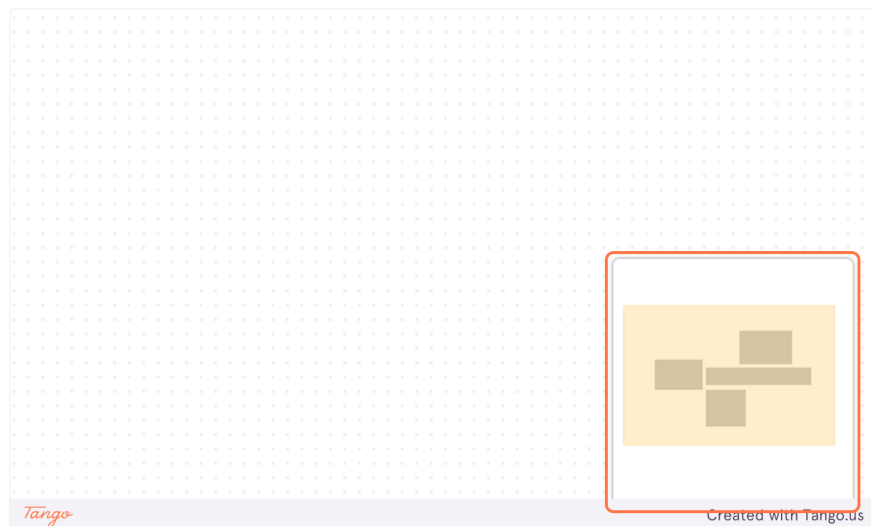
4. This is an example of a canvas page. You can move around the canvas using the arrow keys of the keyboard.



5. You can adjust the slider to change the zoom level.



6. At the bottom right of the screen you can see a minimap of the canvas. With a quick glance you can see all the content on this canvas.



7. Click on the Go back button to the screen you were on before entering the canvas page.

