

Ontology Schema

About the DGI Tourism Project

The **DGI Tourism Project** seeks to adapt the vocational education and training (VET) offering to the challenges of the digital age and climate change, innovatively accommodating post-Covid travel sector needs that enable a smooth transition towards more sustainable strategies and futureproofing the tourism sector.

It aims to develop interactive, participatory and lean teaching approaches that are grounded on responsible tourism principles.

The DGI Tourism Ontology Schema

An ontology can be defined as a formal, explicit specification of a shared conceptualisation composed of concepts and relations between them.[1] It is the core of the Semantic Web. It serves as a multi-dimensional representation of how expected skills acquirement is defined and developed, mapping progress and coordinating the individual choice of learning paths as a trainee progresses towards competency.

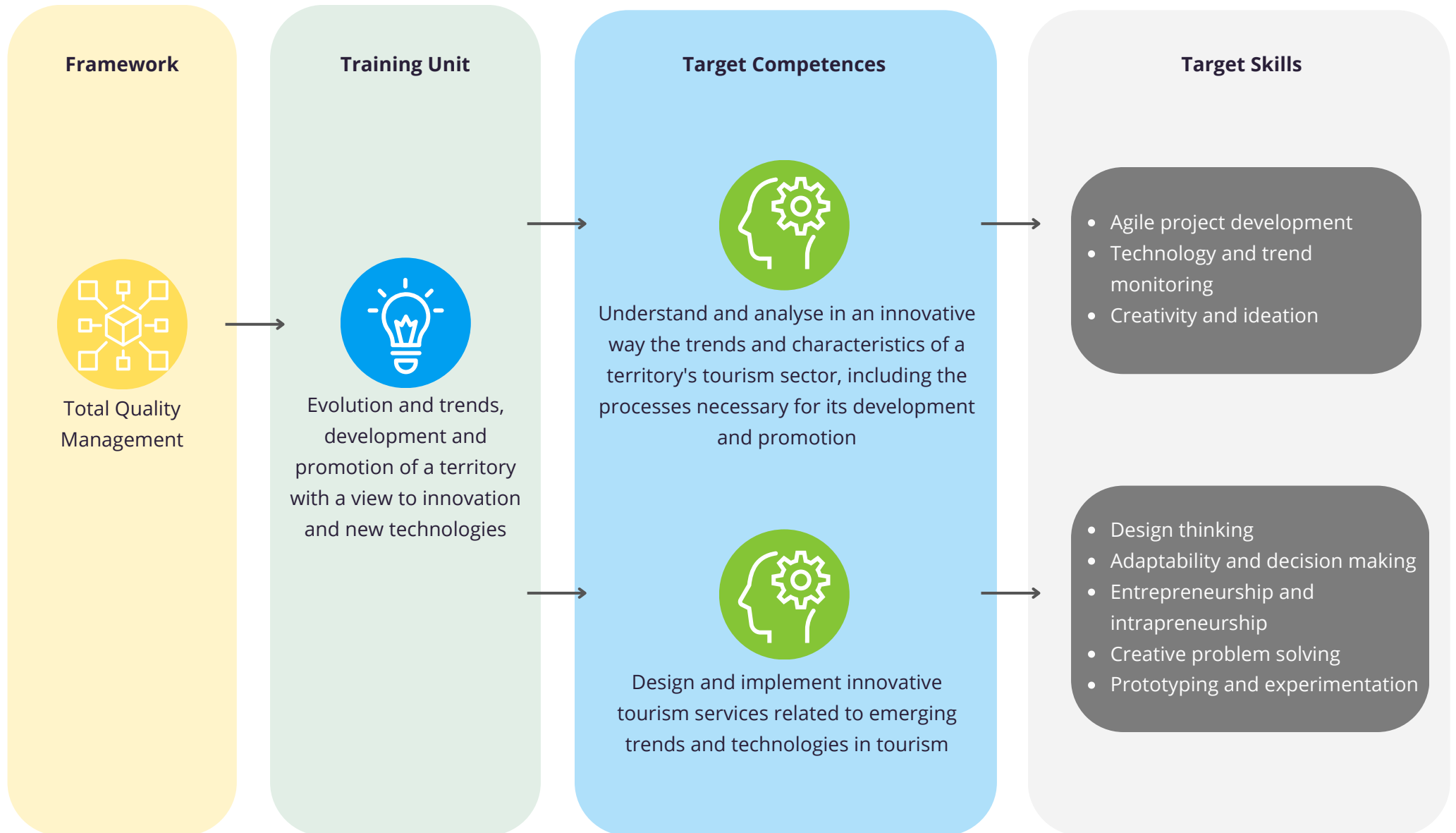
The DGI lightweight ontology schema is designed to offer learning path recommendations, which correspond to the VET trainees' learning goals and preferences, as well as labour-market skills and is inspired by the European Skills, Competences, Qualifications and Occupations ontology (ESCO) and Schema.[2] Each component is derived from the educational, labour market and individual needs of learners' perspectives.[3]

[1] <https://slejournal.springeropen.com/articles/10.1186/s40561-021-00160-z>

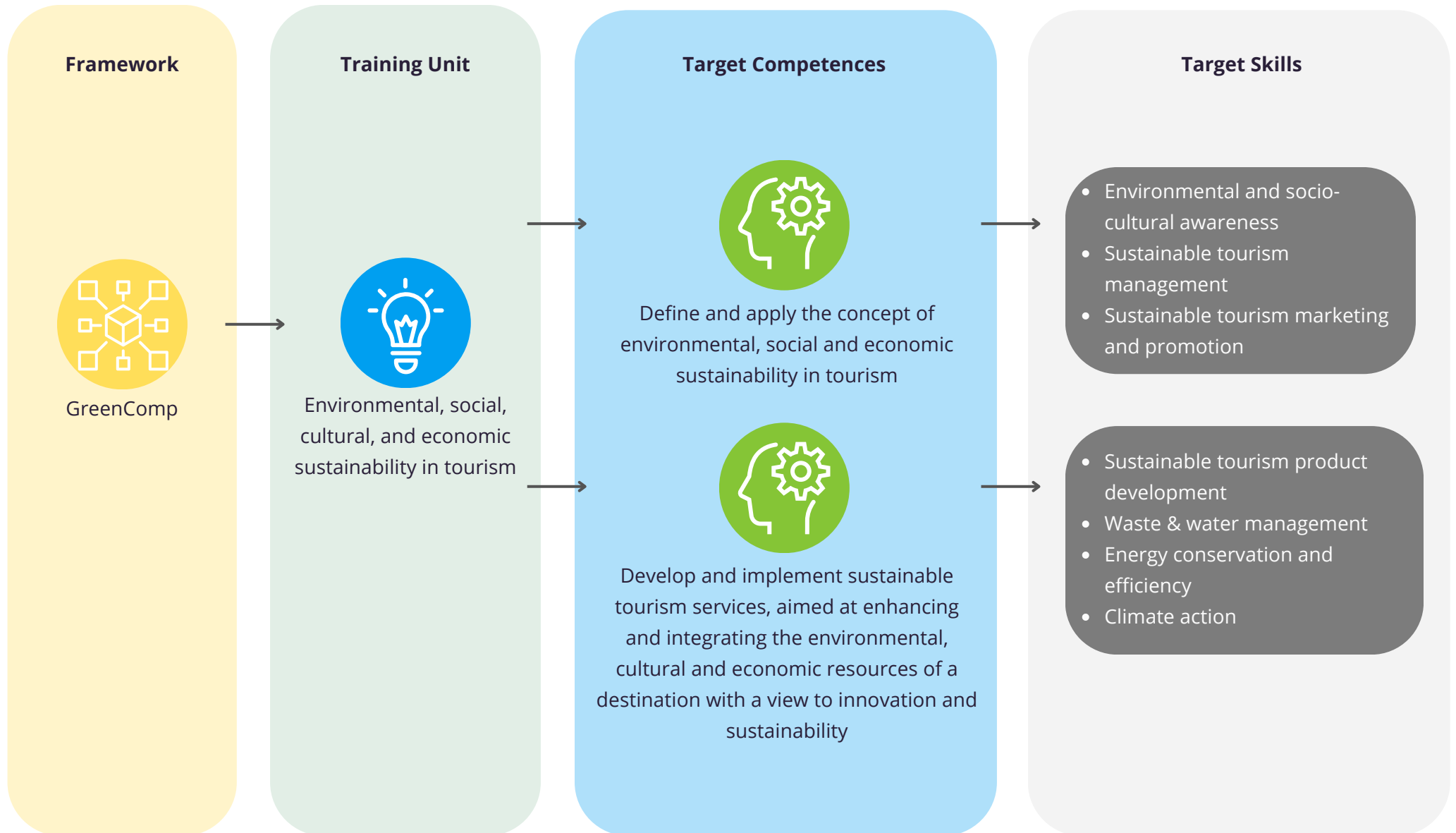
[2] <https://esco.ec.europa.eu/en>

[3] https://link.springer.com/chapter/10.1007/978-3-030-88361-4_32

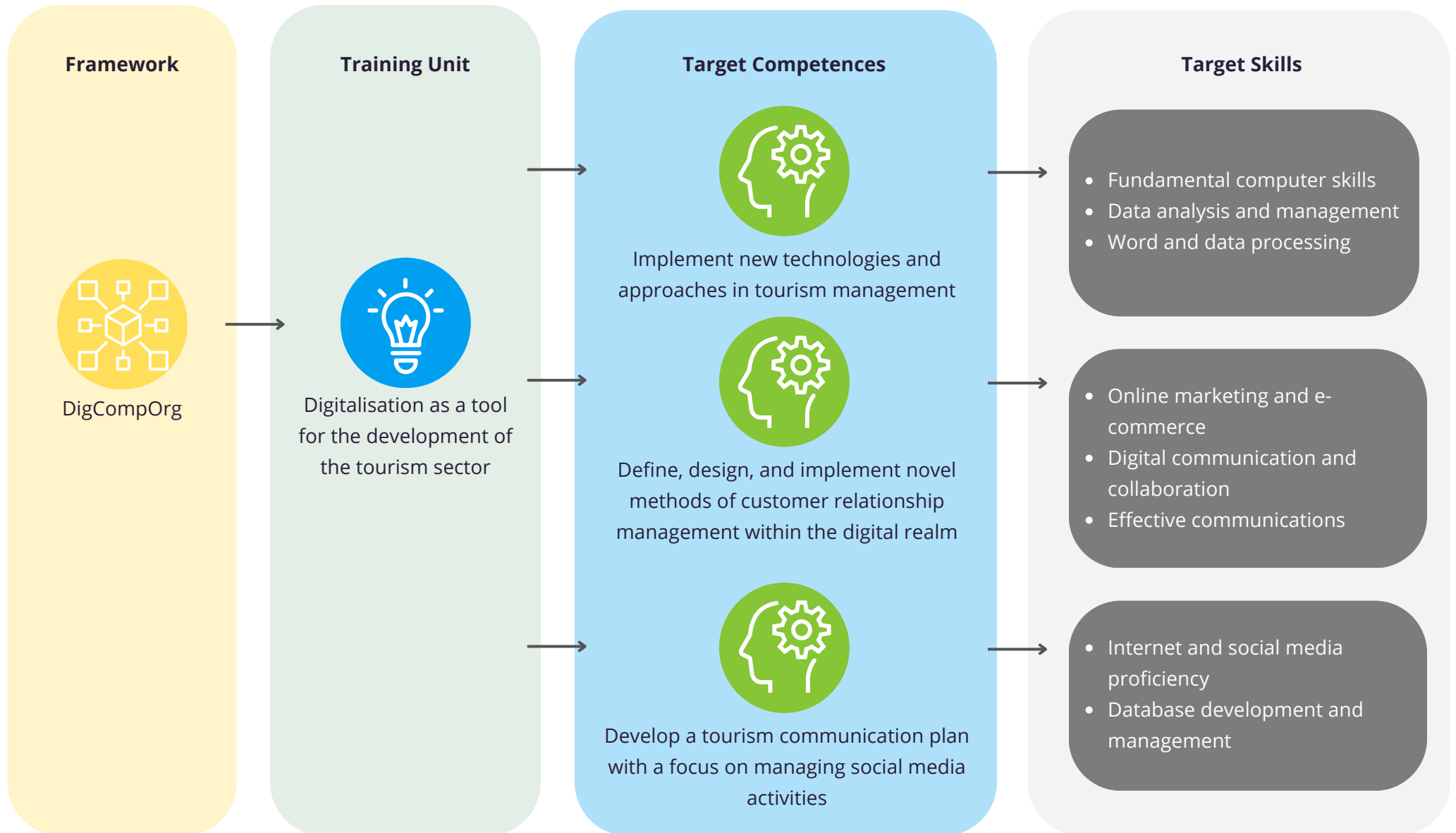
Innovative Dimension



Green Dimension



Digital Dimension





The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors. The Commission cannot be held responsible for any use which may be made of the information contained therein.

Project Consortium Partners



Co-funded by the European Union