

February, 16th, 2022

Innovative Competence in Online Higher Education – idea and goals of the project

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InCompEdu Project Coordinator

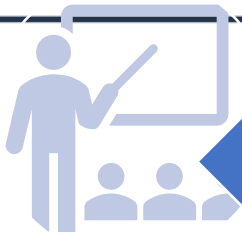
Erasmus+ 2014-2020 Programme



Erasmus+ 2014-2020



The development of digital education and the use of ICTs.



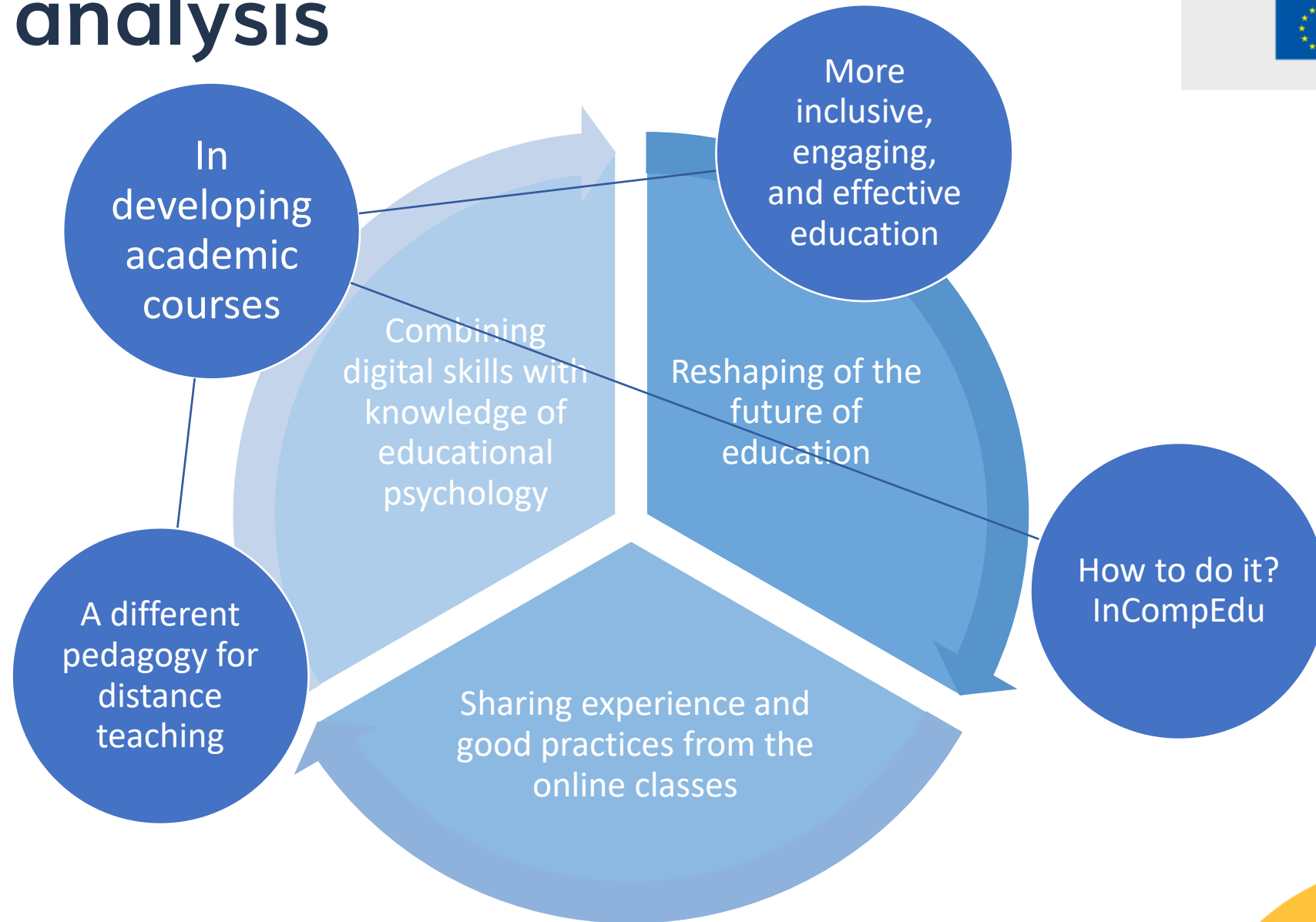
Strategic Partnerships among educational institutions and youth organisations with peers in other countries in both their own sector and other sectors, in order to foster quality improvements and innovation.



Knowledge Alliances and Sector Skills Alliances, to address skills gaps and foster entrepreneurship by improving curricula and qualifications through cooperation between the worlds of work and education.



Need analysis



InCompEdu project

Innovative Competence in Online Higher Education



Erasmus + Strategic Partnership - KA226 Partnership for Digital Education Readiness

Call 2020 Round 1 KA2 - Cooperation for innovation and the exchange of good practices

Dates: April 1st 2021 – March 31st 2023 (24 months)

Budget: 245 284,00 EUR

Consortium partners:



UNIVERSITY OF RIJEKA
FACULTY OF TOURISM AND
HOSPITALITY MANAGEMENT
OPATIJA, CROATIA

UNIVERSITY
OF TURKU



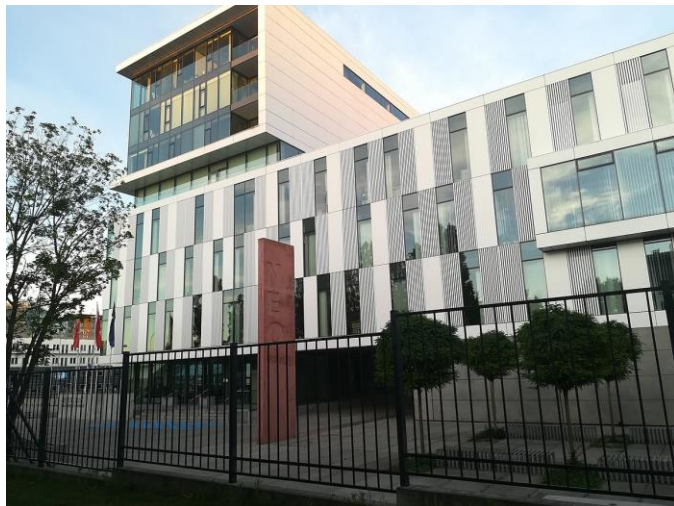
TOR VERGATA
UNIVERSITY OF ROME

UNIVERSITATEA
1 DECEMBRIE 1918
DIN ALBA IULIA





University of Gdańsk



University of Turku - Turun yliopisto



Univerza na Primorskem



Universitatea „1 Decembrie 1918”



Sveučilište u Rijeci



Università degli Studi di Roma "Tor Vergata"



Statement and objectives

- Sharing the knowledge and experience that the universities have gained during the pandemic period.
- Mastering new digital skills and the methodology of creating and conducting online courses.
- Develop tools and methodologies to support the online education.



Improved digital competence of academic teachers, including the ability to use platforms dedicated to running of online courses in higher-education.



Development of new competences in creating innovative curricula in online education

Target groups and goals

Academic Teachers	
build their digital competencies related to the use of tools/platforms in online higher education through the knowledge gathered and shared by the academic community and experts.	be able to develop more effective curricula for online courses - thanks to the possibility of using the proposed new scenarios and methods developed during three workshops conducted in accordance with the Design Thinking methodology and verified during model lessons.

University Authorities
to gain understanding of the wide range of challenges in online education, including the need to support the academic teachers by introducing systemic solutions for the whole university

Intellectual Outputs (IO)

IO 1 – UTU CMS Turku

Identification of problems and good practices with transferring academic teaching to on-line mode

IO 2 – UP Primorsk

Building the digital competences in the academic community of tomorrow

IO3 – UG Gdańsk

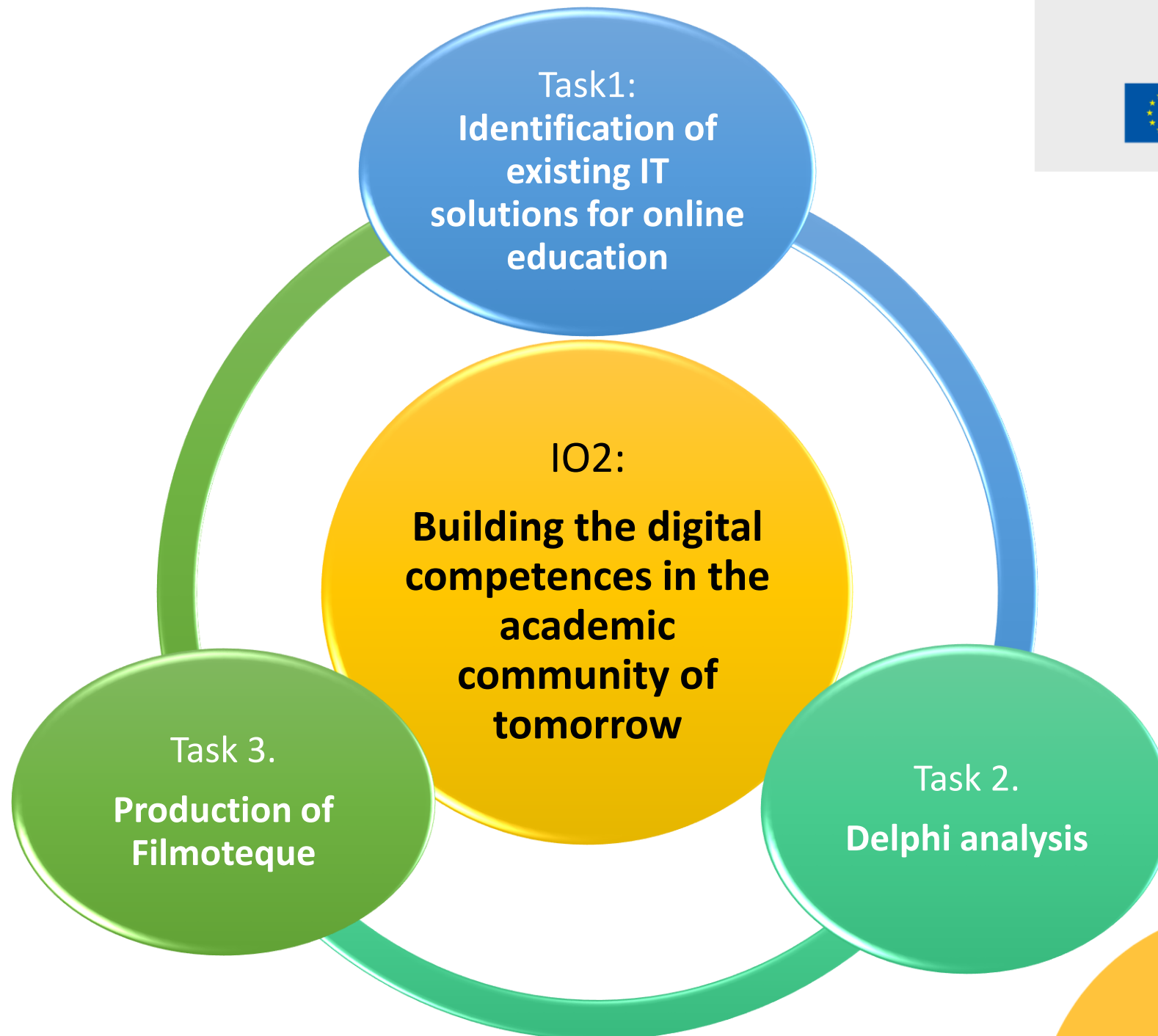
Reimagining on-line courses for the future of high education



IO1 "Identification of problems and good practices with transferring academic teaching to on-line mode"

Objectives of IO1:

1. Identify and raise **awareness** about the common **challenges** in online teaching in the **academic** community
 2. Improve **exchange of experiences and good practices** in order to increase **digital skills** in online courses in the academic community
- Outputs will provide with examples of lessons learned and inspiring good practices
 - Multiplier event: exchange of experience and peer learning



Target groups and expected impact

Academic staff

increased knowledge on major available on-line learning systems that can be used in on-line teaching

able to develop online technological skills that will not allow them to remain digitally excluded

HEI's Authorities and IT staff

learn how to adapt existing products to the requirements of the academics coordinate, support teaching personnel in the development and transition to on-line or hybrid educational programs

**formulate
recommendations
and tools for
better anchoring
On line learning
system**

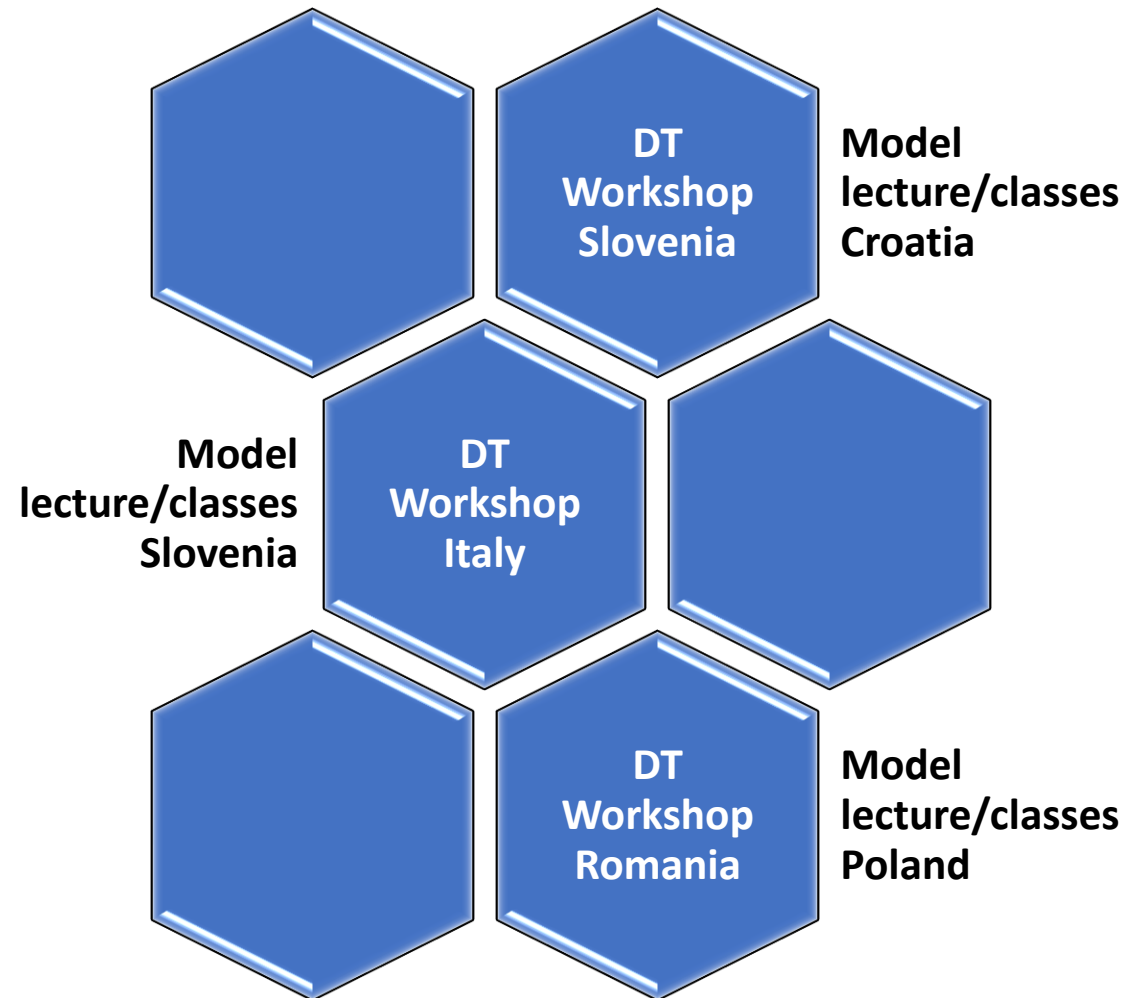
IO3: Reimagining on-line courses for the future of high education

"Towards effective
courses"

Development of innovative
concepts/scenarios of effective
online classes

Development of innovative tools/methods of
learning and working in online groups stimulating
creativity, innovative thinking and teamwork.

DT methodology in IO3



IO3: Reimagining on-line courses for the future of high education

The main aim:

to develop innovative ideas in online higher education not by copying and reproducing what was, but by implementing original solutions based on our needs

Objectives:

- development of innovative concepts/scenarios of effective online classes,
- development of innovative tools/methods of learning and working in online groups stimulating creativity, innovative thinking and teamwork.

Target groups and expected impact:

- **academic teachers** – improved digital education skills in the field higher education - knowledge about innovative approaches and tools which can be used in online higher education to stimulate creativity, innovative thinking and teamwork in online courses,
- **University Authorities** – improved development of online curricula – broader knowledge on possible innovations in online courses.

Lead: UNIVERSITY OF GDANSK

Participating organizations: ALL PARTNERS

5 Deliverables

IO1

- Report on identified challenges and problems that occurred during the transition to online teaching mode in the COVID-19 pandemic period
- "Inspiring good practices. A booklet of educator stories"

IO2

- Technical Platforms booklet
- Filmoteque

IO3

- "Towards effective courses"

Multiplier Events

University	Date	Event title
UTU CMS	16-02-2022	Challenges and best practices in remote and hybrid academic teaching
UAB	05-2022	Challenges that arose during the transition to the online teaching module during the COVID-19
UNIRI FTHM	10-2022	Development and implementation of an innovative online course – examples of good practices
UP	12-2022	Presenting a Filmoteka as an instrument for online (remote) teaching
UG	01-2023	Building collaborative workspaces in online education
UNITOV	02-2023	Towards effective online education

