DIGI ENE INITIATIVE: "DEVELOPING AND SHARING EXCELLENCE ON DIGITALISATION OF TEACHING AND LEARNING"

DIGI ENE is one of the initiatives launched in the context of the **ETF Network of Excellence** focusing on digital teaching and learning practices. The overall objective of the initiative is to show how digital teaching and learning can efficiently increase students' learning, presenting tools and methodologies, and supporting participating Centres of Excellence in integrating them in their work environment.

The webinar dedicated to the topic of **"Digital Educational content",** was organized on **16th February 2023 (12:00-15:30).** The event raised a big interest gathering **106 participants** from different ETF partner countries. The webinar was held in English with simultaneous interpretation in Russian and French.

Objectives:

- introduce & showcase open digital resources and learning scenarios;
- present ready-to-use solutions and applications fostering digitalization inside the school;
- increase awareness of educators about digital content creation, availability of Open Educational Resources;
- promote the culture of sharing and reuse through Creative Commons licenses;
- create and open a platform for discussion and transnational learning among members of the network;
- increase professional development of educators: presenting during the event free training possibilities, e.g. MOOC Digital Education with cultural heritage, DEPIT MOOC.

You can find all the presentations under the following link on ETF Open Space where the recording of the webinar is available: https://openspace.etf.europa.eu/events/webinar-ondigital-educational-content

Short overview of the presentations:

The importance of Open and Inclusive digital content: Fabio Nascimbeni, ETF

Fabio Nascimbeni is Human Capital Development Expert - Country Liaison for Palestine and expert in digitalisation at ETF.

- Content becomes available everywhere
- Digital content for INCLUSIVE teaching INNOVATION

Examples of digital education content:

- Digital books
- Complete online courses
- Videos, pictures, PPTs…
- Essays produced by students
- Virtual Reality simulations
- Text produced by a student

Open Educational Resources
Useful links:

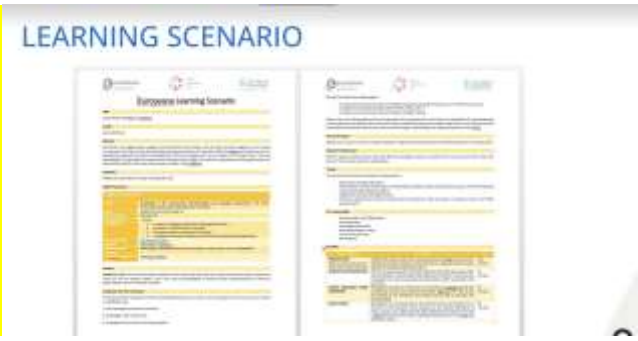
- Open licenses (https://chooser-beta.creativecommons.org)
- Open Educational Resources (www.oerknowledgecloud.org/)
- OER repositories (https://oermetafinder.gmu.edu)
- MOOCs (www.coursera.org or www.edx.org)
- Curation skills (https://www.23things.ed.ac.uk)
- Open Assessment (https://www.wikimatrix.org/)

Teaching with Europeana + online training for educators (MOOC) "Digital Education with cultural heritage": Isabel Crespo, Europeana Foundation

Isabel develops partnerships with relevant players in education, industry and non-profit organizations in order to promote the reuse of digital culture in formal and informal settings. The MOOC will be available on 27 February, stay tuned: https://www.europeana.eu/it

Real life example of a practitioner contributing to the Europeana learning scenarios - Implementation of "Coding with Europeana" - a practical example: Selcuk Yusuf Arslan, Ataturk Vocational and Technical High School

Selçuk Yusuf Arslan is a computer science teacher at Ataturk Vocational and Technical High School in Ankara Turkey. He was selected as finalists of Global Teacher Prize in 2021. Thanks to his project in related with coding and environment, he was one of the winners of ETF Green Skills Award.



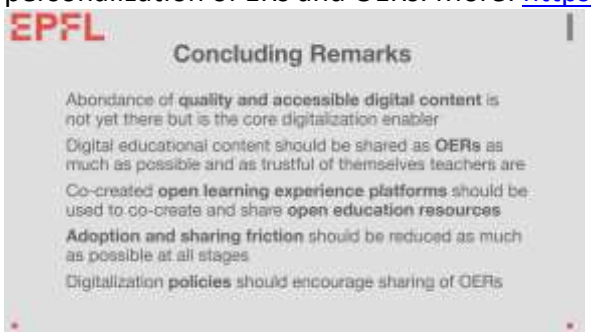
- Ready to use learning scenarios: https://teachwitheuropeana.eun.org/learning-scenarios/
- Original Learning Scenario: https://teachwitheuropeana.eun.org/learning-scenarios/coding-with-europeana-ls-es-250/
- My implementation: https://teachwitheuropeana.eun.org/stories-of-implementation/implementation-of-coding-with-europeana-soi-tr-257/
- Second Learning Scenario: https://teachwitheuropeana.eun.org/learning-scenarios/the-rise-of-nfts-from-traditional-to-digital-art-ls-tr-729/

Rich and interactive Open Educational Resources as digitalization enablers

Denis Gillet, Ecole Polytechnique Fédérale de Lausanne (EPFL)

Denis Gillet is Senior Scientist in Electrical Engineering from the Swiss Ecole Polytechnique Fédérale de Lausanne (EPFL) in 1988, and the Ph.D. degree in Information Systems also from the EPFL in 1995. He is currently Maître d'enseignement et de recherche at the EPFL School of Engineering.

Graasp is enabling Digital transformation, as well as creation, co-creation, usage, sharing, and personalization of ERs and OERs. More: https://graasp.org/



DEPIT: The App for learning design & classroom interaction
Lorella Giannandrea & Pier Giuseppe Rossi, University of Macerata

Starting point: the complexity of the modern classroom and a need of reflection on the inclusive teaching (concerning also the multicultural structure of the classroom & the fact that students who arrive at school are already equipped with many skills of which the school needs to take care).

Please find here the direct access to **The App for learning design & classroom interaction:** **https://depit.unimc.it/**

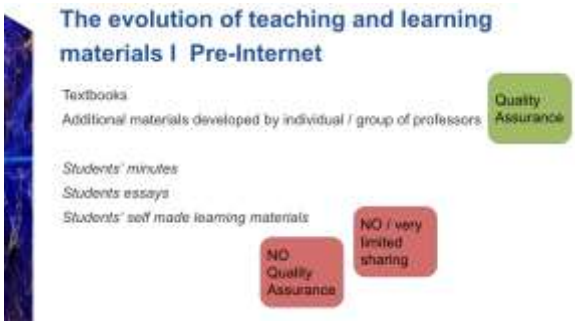
- Design the curriculum, modules, lessons and teaching activities.
- Present concept maps, slides and videos in the classroom. Collaborate with other teachers in your school.
- Use the Learning Design Methodology: insert your school in the online system, add your fellow teachers and create the accounts for each group of students. Share learning paths with other teachers inside or outside your school. Help building a shared and reusable library of learning paths and amazing learning activities for each topic.

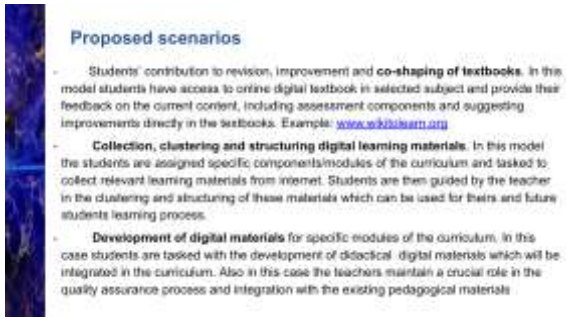
Access to the MOOC for teachers: **Designing for Personalization and Inclusion with Technologies**, to make educators familiar with the App and teaching approach (MOOC was developed in the collaboration with European SchoolNet):

https://www.europeanschoolnetacademy.eu/courses/course-v1:DEPIT+design_personalisation_technologies+2020/about

DIGI ENE engagement for students for digital content creation
Filippo Del Ninno, ETF

Filippo Del Ninno is Human Capital Development Expert - Country Liaison for Moldova and coordinator of DIGI-ENE project at the ETF





Reflection on evolving role of students and Student's contribution to the creation of learning content – specific pilot project with Moldovan ENE CoVe Center of Excellence in Energy and Electronics. Results of the project will be presented in the next webinar.

The DIGI ENE development projects & learning pills - Open session for discussion
Roberto Righi, STEPS

Roberto Righi, is CEO of STEPS, has been working since 1998 as researcher, designer and project manager within European Commission programmes and he is engaged in themes regarding

education and learning methodologies (in particular e-learning), labour market analysis, recognition and certification of competencies. Roberto with his team is supporting ETF in the implementation of DIGI-ENE project.

The last part of the webinar was dedicated to the second component of DIGI ENE Initiative: DEVELOPMENT PROJECTS. Development projects are thought to be bottom-up initiatives aimed at materializing the real change by piloting new tool/approach/methodology by selected CoVEs. Inside this initiative we are making small steps towards digital teaching & learning.

After a set of workshops (learning pills) participating partners proceed to the hands-on part. Progress is monitored in “Implementation Dairy”. We observe different scale of projects: from local small-scale initiatives e.g. focusing on teacher digital competences assessment to big transnational project building capacity of EU partner countries (e.g. facilitating employment and a smooth study-to-work transition in Azerbaijan).

Interactive session for the group work: which digital educational tools do you know? Please add your feedback
https://jamboard.google.com/d/1kwqdXyhGZ4CQDZbEclrYP_7GmnLuM2sQoEgGfP4TGtw/viewer?f=0

Some feedback from participants:
Vladica Stojanović TŠ Vlasotince: Very good online teaching resources
Great job, E2 VET DG-INTPA really appreciated the conference.
Dear Speakers, thank you for excellent presentations. Best wishes. Olga Bogonis, Ukraine, Lviv Professional School of Hotel, Tourism and Restaurant service
Ana Zacharian, great, thank you very much!

Answer to the chat question from Maria Bakatsaki (16 feb 2023, 15:04) *What is the difference between the concept digitization and digitalization?*

Digitization refers to the process of converting physical objects into digital format. An example of this would be document scanning, where text from physical paper is converted into PDF or other digital formats, which are then stored in the computer.

Digitalization deals with information processing, or how digitized data can be used to improve workflows through automating existing processes
e.g. banking systems that allow real-time transfers without the need to go to the bank or online learning/teaching.