UPT Case study 1 – synergy with the DigiCulture project

Summary

Institution: Politehnica University of Timisoara (Erasmus+ ABC to VLE project partner)

Description: Supporting the MOOC course development for the Digital Culture – digital competence development

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Course details: support the development of 2 courses from the 13 courses on development of digital competences in Digital Culture, dedicated to young adult learners from the creative industries

Course goals/learning outcomes:
 Structure for 2 online, free and accessible open, online courses in digital competences.
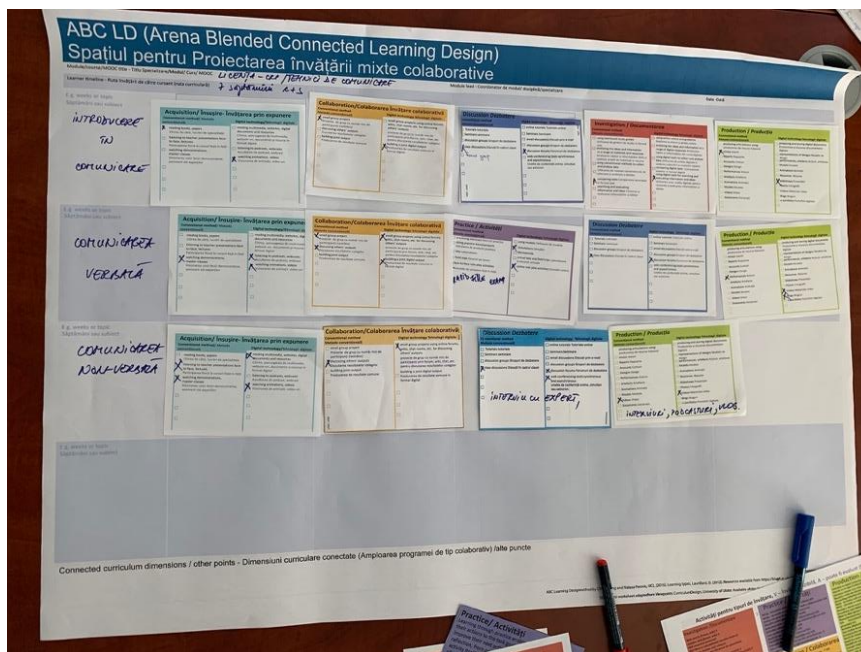
Case Study

Figure 1 The Digital competence design workshop for the Digital Culture

Context of change

Together with the partners from Universitatea Politehnica Timisoara and Dublin City University, participants were invited to develop the outline of a MOOC on digital skills for creative industries

ABC to VLE Project website http://abc-ld.org/abc-to-vle/

employers, working in small interdisciplinary groups. The ABC to VLE - DigiCulture workshop supported networking among people who operate in the field of creative industries, digital skills and open education, enforcing the impact of their previous experiences. The participants had the opportunity to design 2 courses for the curricula of the Digital Skills for Creative Industries MOOC courses developed by the partners of the Erasmus+ project DigiCulture. This proved a synergy between these two projects.

ABC workshop plan

The workshop run approximately 2 hours and included the presentation of the ABC_LD method and the ABC to VLE introduction to project goals. The participants were familiar with the digital competences framework, and a restriction was applied for the development as the online environment that supports these two courses is UniCampus (an online, open self-enrolled Moodle based environment).

What was actually done

The ABC_LD method was used to initiate digital competence course design with two focus groups. The participants were all experienced online learning developers or coming from the creative industries sector with the focus on developing a design solution that can be integrated in open, online courses dedicated to young adults with low digital skills. The design was for the "The Internet, World Wide Web and introduction to the digital world" and the "Digital Content & Publishing (including wikis)" courses.

Impact and evaluation

The main impact was that it became much clearer for all stakeholders involved what design, framework and structure should be applied for the development of the digital competences courses and what wools and modules from Unicampus should be used.

Successes and lessons learnt

The workshop would have been developed after all participants had knowledge of the method or used tit in a previous setting, maybe for an academic course. The main challenge was to grasp the idea of ABC_LD and to transfer it into the online course development.

Scalability and transferability
The workshop will be used to design (at least in the initial development phase) all 13 courses from the DIgiculture project.

Further information
more information on the developed courses https://digiculture.eu/en/courses/
and https://elearning.upt.ro/en/project/abc-to-vle-beyond-curriculum-design-2/

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