

INNOVATIVE TOOLS FOR ENHANCING E-LEARNING SOLUTIONS IN UNIVERSITIES - **DIGITOOLS** **PROJECT**

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THE DIGITOOLS PROJECT

- **The DIGITOOLS project supports and cultivates innovative pedagogies and methods for teaching, learning and assessment, encouraging teaching staff and students to use digital technologies in creative, collaborative and efficient ways to help them to quickly adapt to fast evolving and complex situations.**

THE ERASMUS+ KA 226 PARTNERSHIPS FOR DIGITAL EDUCATION READINESS PROJECT

- Readiness projects aim to equip education and training systems to face the challenges presented by the recent sudden shift to online and distance learning
- Innovative Tools for Enhancing E-Learning Solutions in Universities
- Project Number: 2020-I-IE02-KA226-HE-000781

THE PROJECT DIGITOOLS

- Reaction to COVID-19 pandemics and solution for the postpandemic time
- Aims to enhance collaboration networks in the field of digital education, as well as access knowledge and good practices models
- As a result the universities will be able to provide, through teaching staff and libraries, high quality online training courses, with a focus on subject-specific training

THE DIGITOOLS TEAM

- Project coordinator - Technological University of the Shannon (TUS): Midlands Midwest, Ireland



TECHNOLOGICAL UNIVERSITY OF THE
SHANNON: MIDLANDS MIDWEST
Limerick, Ireland



TRANSILVANIA UNIVERSITY OF BRAŞOV
Braşov, Romania



MB THINK TANK
Braşov, Romania



UNIVERSITY OF CRETE
Rethymno, Greece



POLYTECHNIC INSTITUTE OF PORTO
Porto, Portugal



UNIVERSITAT
POLITÈCNICA
DE VALÈNCIA

VALENCIA POLYTECHNIC UNIVERSITY
Valencia, Spain



UNIVERSITY OF ZAGREB
Zagreb, Croatia



PROJECT BUDGET AND DURATION

- 24 months
- Grant awarded: € 259,630


PROJECT ACTIVITIES

- Transnational project meetings
- Intellectual outputs
- Multiplier events
- Joint Staff Training Events

MULTIPLIER EVENTS SUMMARY

- International Conference on Educational digital Content Creation (MBTT)
- Wokrshop (UNIZG)

DIGITOOLS – The future of open digital education | workshop

 **Jerald Cavanagh**
Limerick Institute of Technology

 **Marko Odak**
Faculty of Humanities and Social Sciences, University of Mostar

 **Mihaela Banek Zorica**
Faculty of Humanities and Social Sciences, University of Zagreb

 **Sandra Kučina Softić**
University Computing Centre University of Zagreb (SRCE)

The crisis generated by the COVID-19 pandemic has forced European universities to move their teaching activities to the online environment. Although most Higher Education Institutions have implemented E-Learning platforms years ago, the teaching staff are now experiencing difficulties in using these platforms and in creating and adapting the course content, needed to quickly adapt to a fast evolving and complex situation.

DIGITOOLS is a project aimed at introducing enhanced digital tools and methods to help university staff deliver quality education through online means. The DIGITOOLS project will develop five Intellectual Outputs which will support the teaching staff from Higher Education Institutions to acquire the skills and competencies needed to create and deliver high quality online courses, including blended teaching. As a result of the DIGITOOLS project, the universities will be able to provide, through teaching staff and libraries, high quality online training courses, with a focus on subject-specific teaching.

What is it about? The workshop will discuss the future of digital education in universities and European frameworks in the field of digital education. Special focus is on the role of universities in the effective implementation of digital learning, Open educational resources and open access to resources.

Who is the target audience? This workshop is aimed at teaching staff, librarians and other educators.

When? Wednesday, 14 September 2022, 12:00-13:30 h and 14:30-16:00 h

Where? Ceremonial Hall of the University of Zadar

lun., 17 oct. | București

The International Conference on Educational Digital Content Creation

The International Conference on Educational Digital Content Creation will bring together academics, working in different fields with a focus on E-Learning, content creation, authoring

[Details](#)

JOINT STAFF TRAINING EVENTS

Joint Staff Training Events

ID	Activity Title	Leading Organisation	Activity Type	Field	Starting Period
C1	Short term joint staff training: Introduction to Learning Management Systems	SVEUCILISTE U ZAGREBU (E10209270, HR)	Short-term joint staff training events	Higher education	10-2021
C2	Short term staff training: Digital Content Creation	INSTITUTO POLITECNICO DO PORTO (E10182210, PT)	Short-term joint staff training events	Higher education	03-2022



INTELLECTUAL OUTPUTS

Intellectual Outputs

(Original project application pg. 111)

ID	Leading Organisation	Output Title	Starting Period
O1	INSTITUTO POLITECNICO DO PORTO (E10182210, PT)	Analytic Program Model	03-2021
O2	LIMERICK INSTITUTE OF TECHNOLOGY (E10180725, IE)	Toolkit for the train – the – trainer theoretical programme	03-2021
O3	UNIVERSITATEA TRANSILVANIA DIN BRASOV (E10209167, RO)	Blended Curriculum (with teaching material)	03-2021
O4	MBTHINKTANK SRL (E10028239, RO)	Online platform	05-2021
O5	SVEUCILISTE U ZAGREBU (E10209270, HR)	Guide for implementing eLearning in Universities	03-2021

DIGITOOOLS BLENDED CURRICULUM

- Module 1: Pedagogical Approach in Digital Education (TUS)
- Module 2: Introduction to Learning Management Systems – LMS (UPV)
- Module 3: The process of E-learning Implementation (IPP)
- Module 4: Introduction to Digital Content Creation: Authoring and Copyright (UNIZG)
- Module 5: Smart Tools for Digital Content Creation (UTBV)
- Module 6: Copyright in the Digital Single Market (MBTT)

MODULE 5: INTRODUCTION TO DIGITAL CONTENT CREATION: AUTHORIZING AND COPYRIGHT

INTRODUCTION TO DIGITAL CONTENT CREATION: AUTHORIZING AND COPYRIGHT	[Publish Date]
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Introduction



Module aims

To introduce a training curriculum in the field of digital education and digital content creation, focusing on the issues of authoring, copyright, and open access.



Learning outcomes

By following the activities proposed in learning units, the learner will be able to: 1. Identify and use appropriate license during content production 2. Demonstrate reusability of open education resources keeping in mind the copyright issues 3. Retrieve relevant open education resources from publicly available repositories 4. Explain the open access movement, open educational resources 5. Define the role of libraries and librarians in digital education



Resources and working means

Pedagogical methods:


- Inquiry-based learning
- Flipped classroom

Computer resources:

- internet connected device (preferably tablet, laptop or desktop computer),
- internet bandwidth of at least 2 Mbit/s

Bibliography:

- *About the licenses*. Creative Commons. (n.d.). Retrieved March 1, 2022, from <https://creativecommons.org/licenses/>
- Seckert, J. Morrison, C. (2018) *Copyright and E-learning: a guide for practitioners*. London:Facet publishing

 Co-funded by the Erasmus+ Programme of the European Union	1
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INTRODUCTION TO DIGITAL CONTENT CREATION: AUTHORIZING AND COPYRIGHT	[Publish Date]
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Module structure

Module consists of 6 learning units (LU), as follows:

- LU1: Digital content authoring
- LU2: Copyright
- LU3: Content authenticity
- LU4: Open educational resources (OER)
- LU5: Re-usable content
- LU6: Final assessment

LU 1. Digital content authoring

Content

- 1.1. Introduction
- 1.2. Learning unit objectives.....
- 1.3. Introduction to Digital Content Authoring.....
- 1.4. Examples/case studies of Content Authoring Tools use (CAT).....
- 1.5. Content authoring tools (CAT) - previous user experience.....

1.1. Introduction

Introduction to the basic concepts of digital content creation and authoring. Students will be provided with examples/case studies of Content Authoring Tools use and will give account of their possible previous experience with that type of tools.

1.2. Learning unit objectives

Students will be able to describe basic digital content authoring concepts and recognize a scenario/context in which different digital content authoring tools can be used.

1.3. Introduction to Digital Content Authoring

Lecture and short videos

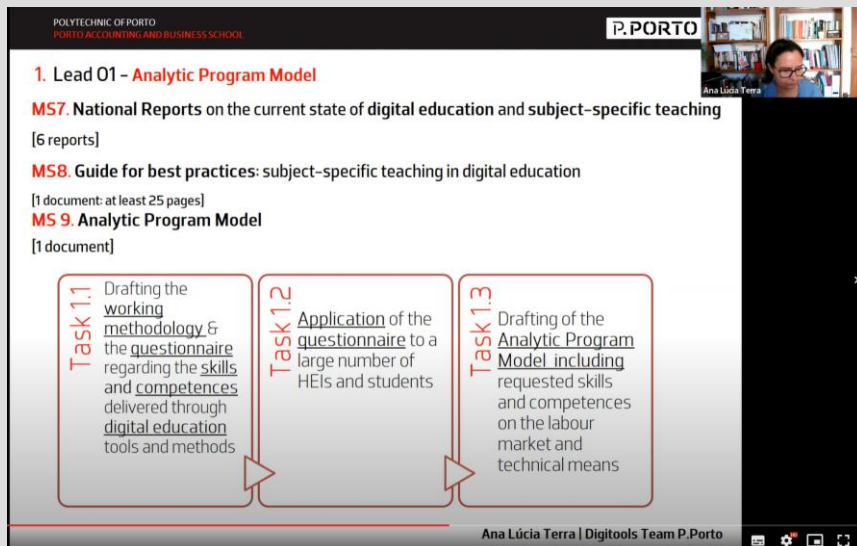
1.4. Examples/case studies of Content Authoring Tools use (CAT)

Investigation on CAT

1.5. Content authoring tools (CAT) - previous user experience



BEST PRACTICE GUIDE OF E-LEARNING: A FOCUS ON THE ROLE OF ACADEMIC LIBRARIES



POLYTECHNIC OF PORTO
PORTO ACCOUNTING AND BUSINESS SCHOOL

P.PORTO

1. Lead 01 - Analytic Program Model

MS7. National Reports on the current state of digital education and subject-specific teaching
[6 reports]

MS8. Guide for best practices: subject-specific teaching in digital education
[1 document: at least 25 pages]

MS 9. Analytic Program Model
[1 document]

Task 1.1 Drafting the working methodology & the questionnaire regarding the skills and competences delivered through digital education tools and methods

Task 1.2 Application of the questionnaire to a large number of HEIs and students

Task 1.3 Drafting of the Analytic Program Model including requested skills and competences on the labour market and technical means

Ana Lúcia Terra | DigiTools Team P.Porto

- Matrix for a guide on best-practice in digital education

GUIDE FOR IMPLEMENTING E-LEARNING IN UNIVERSITIES

- The guide for Best practice and Policy

- Current state of digital education (with a focus on Learning management Systems and digital content creation) (LIT)
- Implementation of training programmes for university staff (teaching staff and librarians) (UTBV)
- Implementation of LMSs and tools for digital content creation; (MBTT)
- Establishment, endowment and operation of Resource Centres for digital education, within university libraries; (UOC)
- Adapting the content of educational programs to the needs of the labour market, in terms of delivered skills and competencies (IPP)

FHSS AND THE E-LEARNING

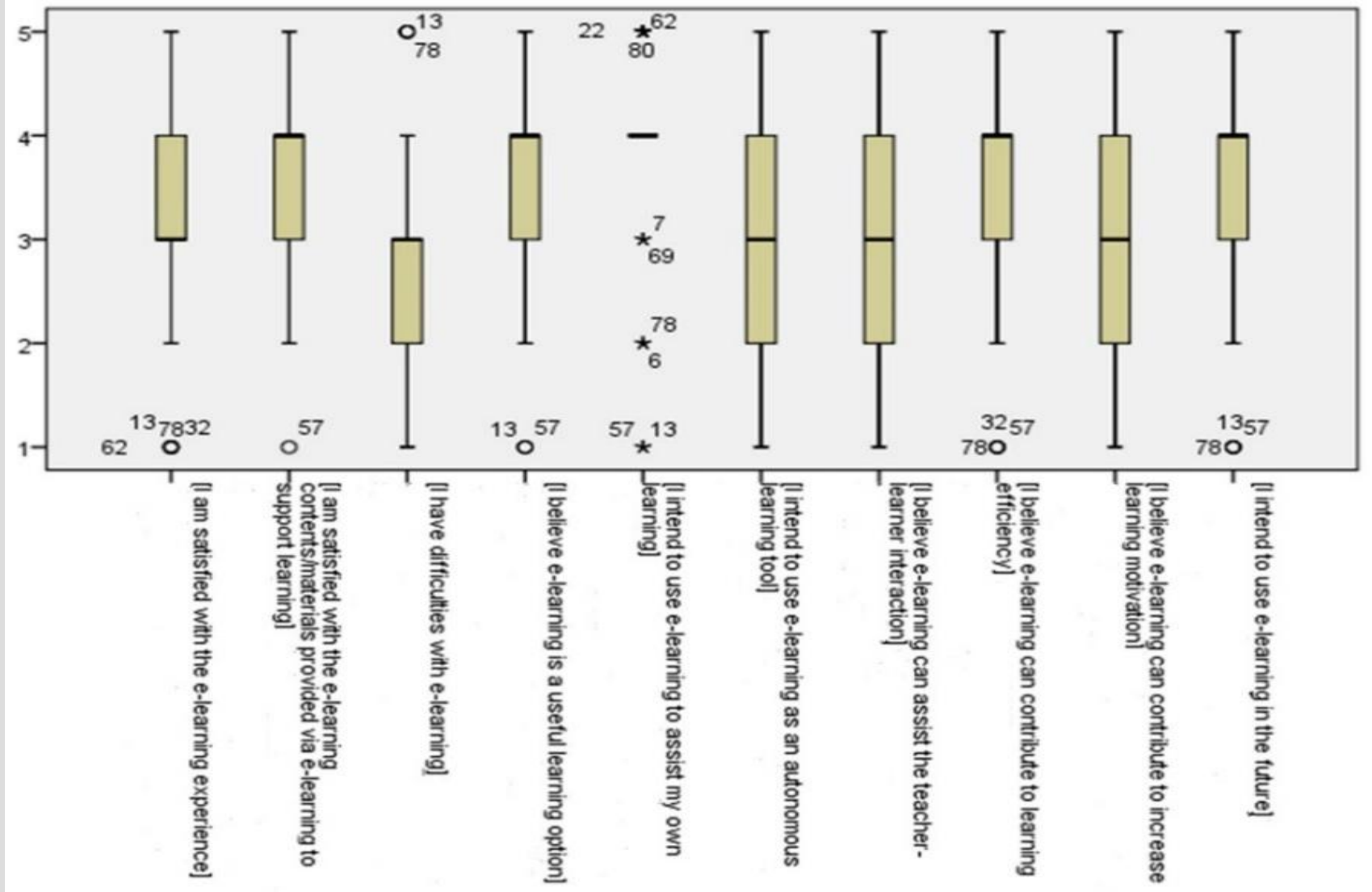
E-LEARNING AT FHSS

- The Faculty of Humanities and Social Sciences offers more than 100 study programs.
- From 2005/2006 Faculty offers new programs (total 75 programs) in accordance with the Bologna process (42 BA and 33 MA programs).
- Faculty has more than 700 employees, with more than 500 academic staff as well as more than 600 part-time lecturers.
- E-learning implementation started in 2002 and 2004 institutional integration of e-learning system

LOCKDOWN

- BigBlueButton integrated March 2020
- JitsiMeet (Tau) May 2020
- Numbers today
 - over 54.000 recordings on BBB
 - More than 16.000 BBB activities on Omega e-learning system
 - Daily around 30 BB sessions

STUDENTS PERCEPTION OF E-LEARNING





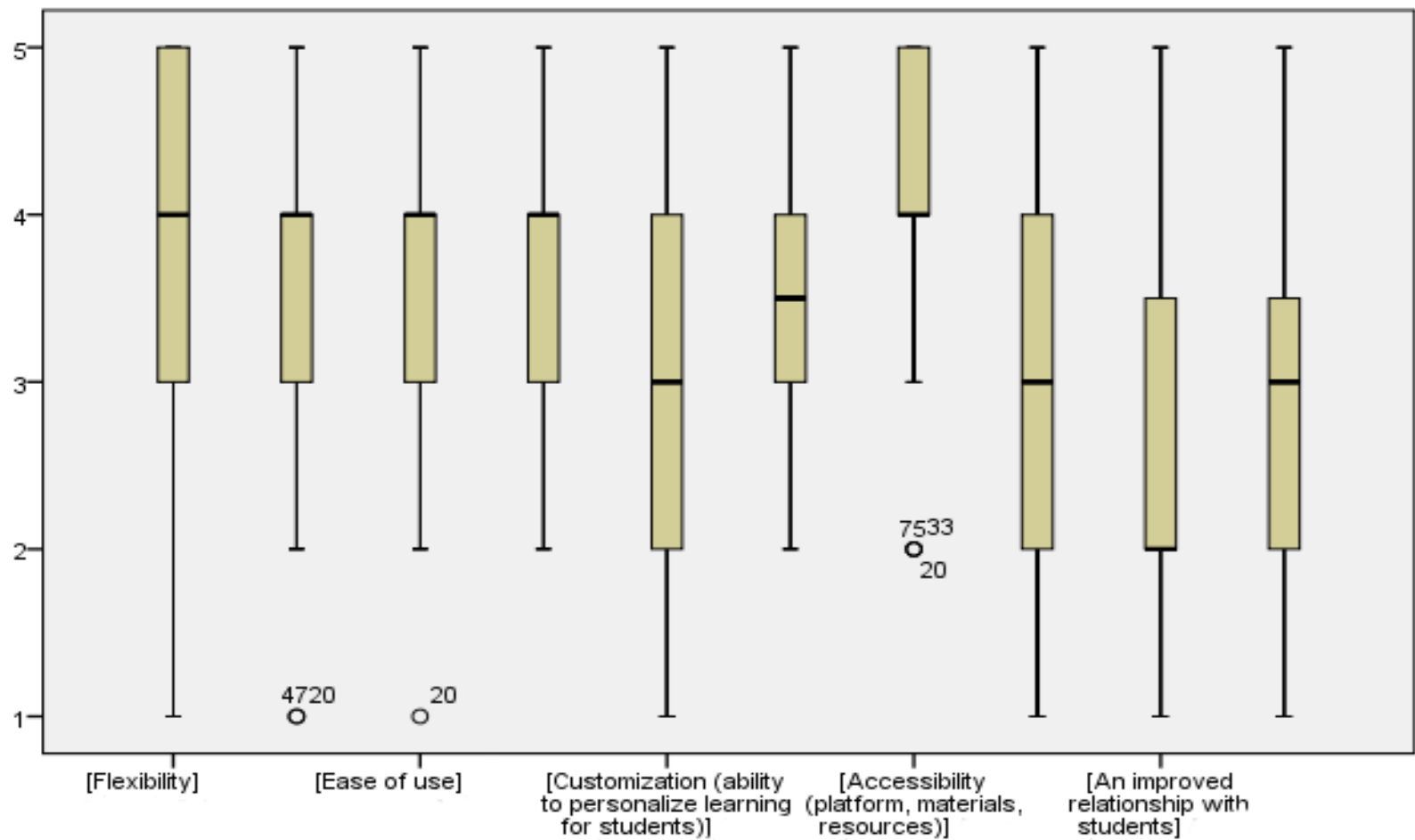
Co-funded by the
Erasmus+ Programme
of the European Union



DigiTools
E-Learning

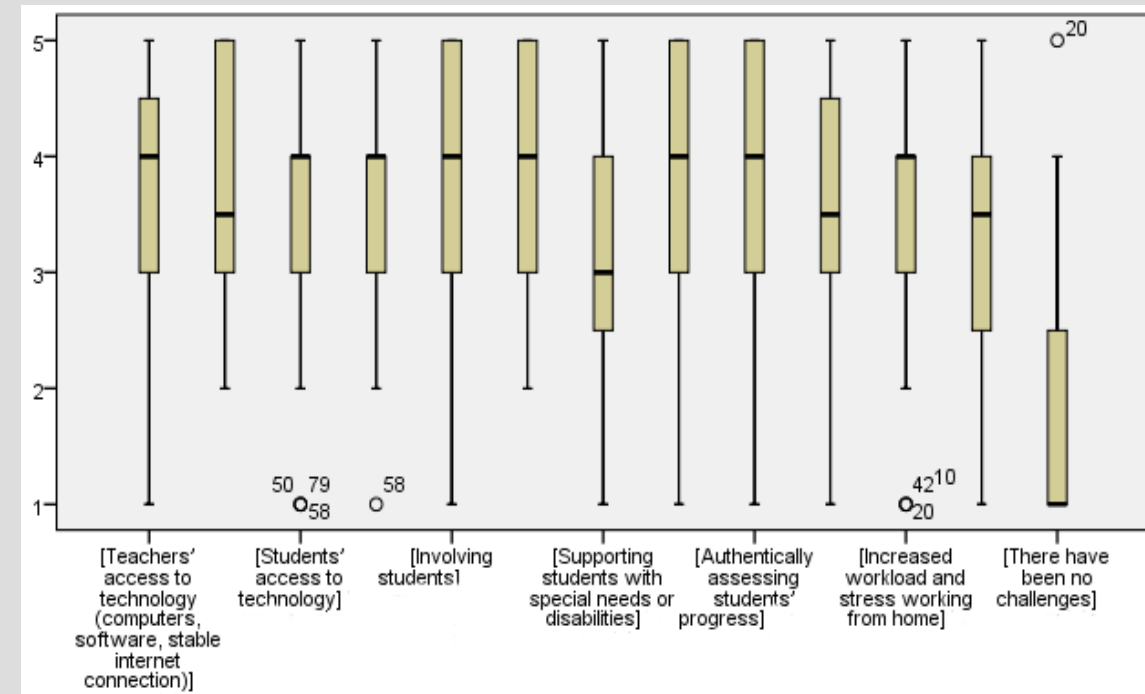
TEACHERS PERSPECTIVE

BENEFITS OF E-LEARNING ENVIRONMENT – TEACHERS PERSPECTIVE



OBSTACLES IN E-LEARNING

- the lack of training to deliver education in an online environment;
- converting activities and content for use in e-learning;
- authentically assessing students' progress
- the conversion of activities to e-learning and assessing students' progress.





FUTURE WORK

- Education of teachers and librarians in digital competences
- Motivating stakeholders to be active participants of the continuous education
- Project website <https://www.digi-tools.eu/>