

# EDUCATION UPDATE: E-COURSE



DigitUni

DigitUNI: Digital readiness and capacity building of humanities professors in universities through partnership with digital technologies companies

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The DigitUni E-Course offers a forward-thinking training programme tailored for academicians in the humanities field and endeavours to seamlessly integrate conventional pedagogical approaches with the dynamic digital advancements in higher education.

The curriculum is comprised of a series of detailed modules, each designed to immerse educators in the nuances of e-learning, thereby equipping them with essential digital teaching tools and insights.

The e-course Modules:

1. Tools for Online Communication
2. Approaches for Hybrid/Online Education Process
3. Gamification
4. Learning Management System (LMS)
5. Collaboration in Virtual Environment
6. Tools for Creativity Encouragement
7. Creativity Techniques
8. Screencasting
9. Communication Strategies
10. Web 2.0 Tools for Online Education
11. E-Learning Approaches



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The principal aim of this course is to augment the digital capabilities of humanities lecturers and assistants. It is oriented towards empowering them to adeptly incorporate digital technologies into their pedagogical practices. The course emphasises the development of critical skills pivotal in today's digital educational landscape, such as adept online communication, creative application of gamification, adept use of various Learning Management Systems, and the implementation of novel educational strategies.

### **Methodology**

The course methodology is interactive and learner-centered, focusing on practical applications and real-world scenarios. It employs a variety of learning formats, including video lectures, interactive sessions, case studies, and hands-on activities.

### **Target Audience**

This e-course is designed for educators and academicians, particularly those involved in humanities education, who are looking to enhance their digital teaching skills and adapt to the evolving landscape of online education.

### **Benefits**

Participants will gain a comprehensive understanding of e-learning processes and tools, learn how to create engaging and effective digital content, and develop skills to enhance student engagement and learning outcomes in an online environment.

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## Module 1. Tools for Online Communication



- **Overview:** This module focuses on the intersection of technology and communication in academia, emphasizing student engagement and success through modern communication tools.
- **Key Learnings:** Participants gain proficiency in using communication tools for collaboration, peer review, and supporting education through technology-mediated communication.

## Module 2. Approaches for Hybrid/Online Education Process



- **Overview:** Explores diverse approaches in hybrid/online education, combining traditional classroom experiences with online courses.
- **Key Learnings:** Participants learn to create hybrid courses blending online and in-person learning and develop the ability to innovate beyond traditional educational means.

## Module 3. Gamification



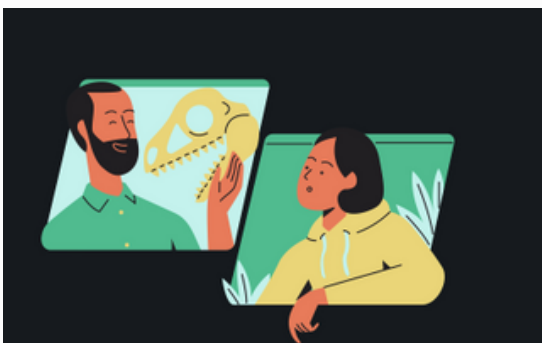
- **Overview:** Delves into gamification in education, focusing on integrating game elements in testing, polling, and other educational tools.
- **Key Learnings:** Understanding of gamification, creation of gamified content, and innovative adaptation of traditional learning content.

## Module 4. Learning Management System (LMS)



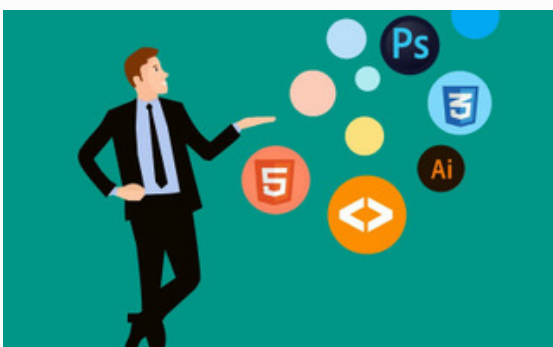
- **Overview:** Explores the functionalities of Learning Management Systems for planning, implementing, and assessing learning processes.
- **Key Learnings:** Understanding LMS concepts, creating LMS content, and creatively adapting traditional learning content using LMS tools.

## Module 5. Collaboration in Virtual Environment



- **Overview:** Focuses on cooperation in education, exploring tools that enable and enhance teacher-student and peer-to-peer collaboration.
- **Key Learnings:** Utilizing collaboration tools effectively, managing the collaboration process, and appreciating the necessity of collaboration in education.

## Module 6. Tools for Creativity Encouragement



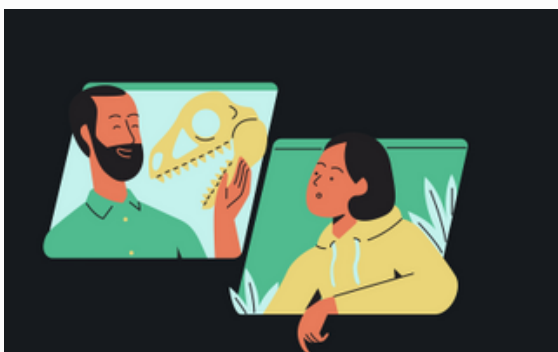
- **Overview:** Provides insights into tools like Brainstormer, Brainsparker, and others for fostering creativity.
- **Key Learnings:** Understanding and using various apps for creativity, supporting students in utilizing these apps, and engaging students in creative thinking.

## Module 7. Creativity Techniques



- **Overview:** Offers an overview of key creativity techniques and their application in a hybrid learning environment.
- **Key Learnings:** Applying creativity techniques, engaging students in creative thinking, and fostering creativity among students.

## Module 8. Screencasting



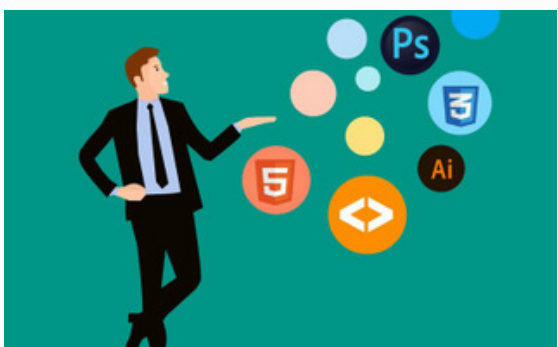
- **Overview:** Focuses on screencasting as a tool for digital video recording of desktop activities with narration.
- **Key Learnings:** Understanding screencasting and its applications, learning how to create screencasts, and utilizing screencasting for educational purposes.

## Module 9. Communication Strategies



- **Overview:** Explores communication strategies in e-learning, focusing on engaging activities and interactive learning strategies.
- **Key Learnings:** Efficient online communication, identifying students' educational needs, and creatively adapting teaching strategies for online education.

## Module 10. Web 2.0 Tools for Online Education



- **Overview:** Provides an up-to-date selection of collaborative educational online instruments under the Web 2.0 paradigm.
- **Key Learnings:** Understanding the role of ICT and Web 2.0 tools in education, applying principles to create online content, and creatively integrating Web 2.0 tools in teaching.

## Module 11. E-Learning Approaches



- **Overview:** Introduces the concept of e-learning in higher education, delving into various tools and practices.
- **Key Learnings:** Understanding e-learning tools and their integration in academia, proficiency in creating e-learning courses, and thinking beyond traditional education methods.

## About Us

The DigitUni project is being developed through the close collaboration of six partners, comprising three universities, two foundations, and one social enterprise primarily engaged in training and digital education.

This diverse mix of partners, each with its unique institutional background, ensures the project's successful implementation on local, regional, and European levels, leveraging their collective expertise to enrich and broaden the scope of digital education.

- VIKO Vilniaus Kolegija, Lithuania
- PAX Rhodopica Foundation, Bulgaria
- PRISM Impresa Sociale s.r.l., Italy
- FRAME Foundation, Poland
- Panepistimio Patron, Greece
- Universitatea Transilvania Din Brasov, Romania

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<https://digituni.eu/page/contact-us>

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