Good practice where students participated in activities related to research and innovation at graduate and doctoral level through collaborative learning processes acquired knowledge for active participation in the digital transformation of society and strengthened digital competencies and skills for promoting social responsibility in creating an innovation culture.
New methodology was created that follows the correlation relationship step by step:

1. defining research problems
2. forming a research team
3. defining research topics
4. conducting research and obtaining the results
5. publishing scientific papers
METHODOLOGY

New methodology was created that follows the correlation relationship step by step:

6. conducting a hybrid, contact, and online lectures and interactive workshops implementation of the new course "Disruptive Innovation and Design Thinking"

7. stimulating students’ creativity

8. developing concepts of innovative student solutions

9. evaluating students’ learning outcomes

10. dissemination of science at the Science Festival through the forum "Digital Culture: A culture of encounter or a culture of division?"

11. creating the perception of the public about the importance of digital and innovative culture for the digital transformation of society
TOOLS, TECHNOLOGY

Computer, projector, smartboard - in classroom (course “Disruptive Innovation and Design Thinking”)

Merlin’s e-learning system Moodle - to organize and conduct classes

XR technology - to develop student’s motivation to apply active learning…

… demonstration of the use of AR and VR technologies by Ph.D. students

Platforms Gsuite (Meet and Classroom) and Zoom – distance learning, hybrid teaching model

Camera, ambient microphone - interaction with citizens in the Science Festival

Cloud - students share digital materials creating an atmosphere of collaborative learning
OUTCOMES of joint research and teaching work of team members and students

- 22 created concepts of innovative student solution
- 5 scientific papers published and presented at international conferences
- 3 research topics included in the Scientific Research Strategy of the University North
- 2 new elective courses
- 1 doctoral dissertation
- 1 workshop for citizens
- 1 public forum for the interested public
Results

- According to the average number of followers (406) on social networks and the number of hours spent on social networks per day (3.5 hours), respondents show an elaborate digital social network. Hypothesis (H2) has been confirmed that building an online identity creates an illusion sense of belonging to the online community.
- Respondents’ responses of their mood in the last four weeks prior to the survey found no correlation between the time spent in online activities or the number of followers on social networks, confirming the hypothesis (H3) that creating a self-image and personality online does not affect their mood online.
Despite the pandemic, scientists went out to the streets and squares for another Science Festival to bring science closer to all of us :)
Thank you, all of you :)

eL-DCforIC

e-Learning: Digital Competencies for Innovation Culture