eL-DC for IC

e-Learning: Digital Competencies for Innovation Culture

Ljerka Luić

Draženka Švelec Juričić

Ivan Šabić

Jadranko Tuta

Good practice where **students participated** in activities related to **research and innovation** at graduate and doctoral level

trough **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.**

METHODOLOGY

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

research • new knowledge • teaching • creativity • innovation • science • society

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

research • new knowledge • teaching • creativity • innovation • science • society

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

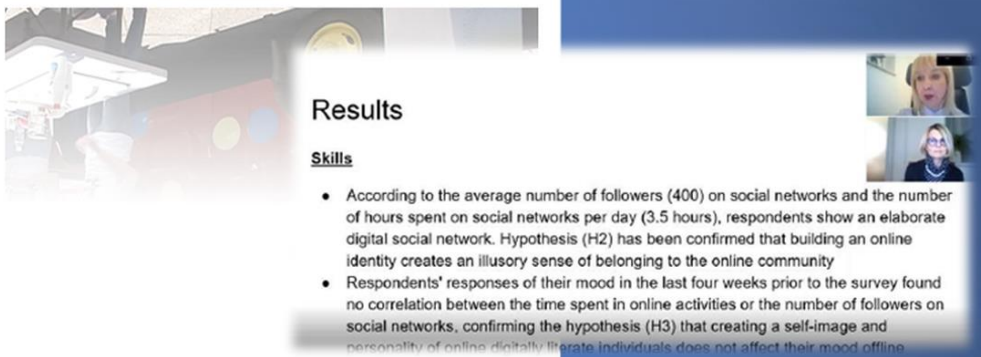
- students share digital materials creating an atmosphere of collaborative learning

OUTCOMES

of joint research and teachinig 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

FINAL RESULT



eL-DCforIC
e-Learning: Digital Competencies for Innovation Culture

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 :)