

e-Learning: Digital Competen

## e-Learning: Digital Competencies for Innovation Culture





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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**.

# METHODOLOGY

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

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



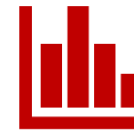
**1. defining**  
research problems



**2. forming**  
a research team



**3. defining**  
research topics



**4. conducting**  
research and  
obtaining the  
results



**5. publishing**  
scientific papers

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**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



# FINAL RESULT



## Results

### Skills

- According to the average number of followers (400) 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 illusory 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 of online digitally literate individuals does not affect their mood offline

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## Introduction

Subject of paper - determine which digital competencies significantly determine the level of cultural intelligence of an individual during his lifelong (in)formal education

Importance of networking

- no longer necessary to be physically present to communicate
- no (physical) boundaries in communication

Importance of cultural intelligence

use, interact, cultural intelligence, different







Despite the pandemic, scientists went out to the streets and squares for another Science Festival to bring science closer to all of us :)

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**Thank you, all of you :)**

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