

DIGI-SOC

**DIGITAL SKILLS
AND CROSS-DOMAIN
ENTREPRENEURSHIP
FOR SOCIETAL CHALLENGES**



**Co-funded by
the European Union**

**KA220-HED - COOPERATION PARTNERSHIPS
IN HIGHER EDUCATION**

**ARTUR OCHOJSKI, UNIWERSYTET EKONOMICZNY
W KATOWICACH,
WEBINARIUM UNII UCZELNI**

22 / 02 / 2023



AGENDA

O projekcie

Praca nad wnioskiem

Ocena projektu

Wdrażanie projektu




Qs&As



O projekcie



DIGITAL SKILLS AND CROSS-DOMAIN ENTREPRENEURSHIP FOR SOCIETAL CHALLENGES

- 2021-1-PL01-KA220-HED-000027649 (DIGI-SOC)
 - Foundation for the Development of the Education System, Poland
 - 24 months: 01.12.2021 – 30.11.2023
 - 10 partners
 - EUR 399 098
- 
- 
- 

DIGI-SOC IN NUMBERS

Project Results - 5

Learning, Teaching, Training Activities – 2

Multiplier Events / Virtual Multiplier Events - 2

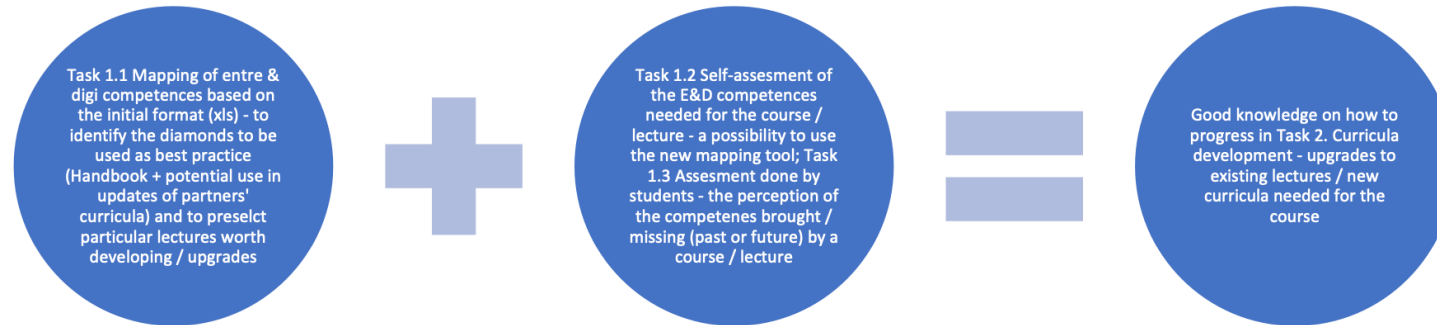
Project Management and Implementation - ongoing

Transnational Project Meetings - 3

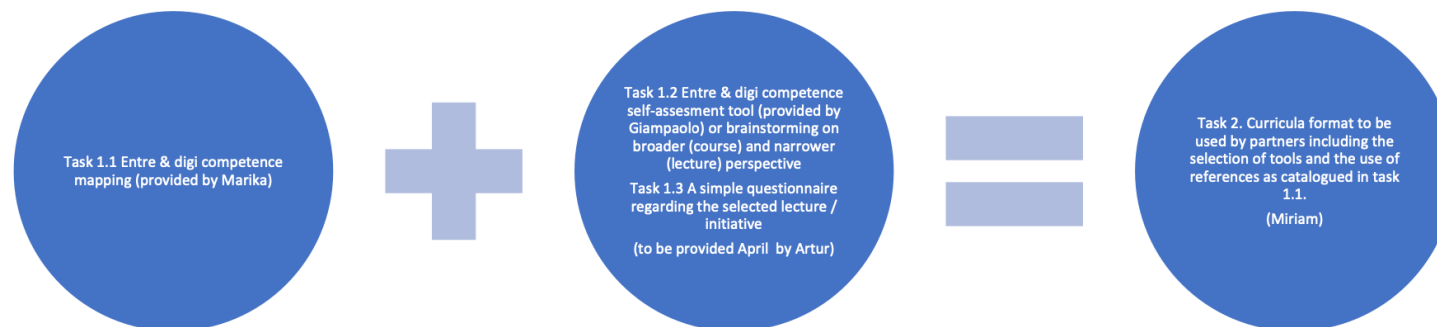
ACTIONS

- (i) mapping the digital skills and cross-domain entrepreneurial competences,
- (ii) identifying new or tailoring the existing curricular materials in HEIs,
- (iii) facilitating student international projects that allow the mastering of skills & competences in action learning,
- (iv) going local to reach out the civic society and address some local actions allowing the universities to become more entrepreneurial (third mission of universities),
- (v) testing new competences / mastered competences,
- (vi) elaborating a pedagogical and informative book that covers the actions taken and results achieved,
- (vii) disseminating knowledge and best practice.

Task 1 and Task 2 relation



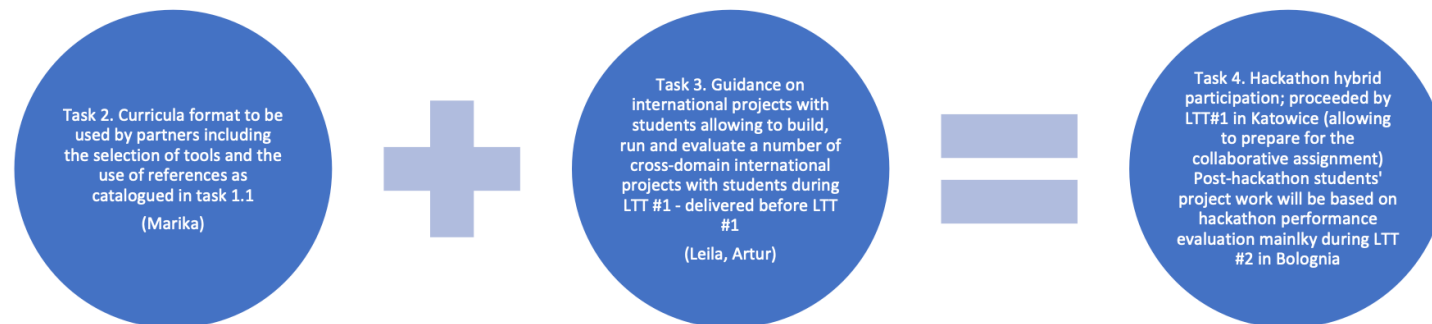
Tools for task 1 and task 2



Task 2-3 and task 4 relations



Task 2-3 and task 4 tools





Handbook on Digital skills and cross-domain entrepreneurship for societal challenges

open access, 2023



Praca nad wnioskiem

CALL PRIORITIES

- Addressing digital transformation through development of digital readiness, resilience and capacity
- Common values, civic engagement and participation
- Stimulating innovative learning and teaching practices

PROJECT OBJECTIVES – HOW DO WE RESPOND TO THE CALL?

- (i) **develop innovative curricular methods** fostering **cross-domain entrepreneurship** (i.e. tackling more than one academic domain) **mindset in students**, tackling **social and economic challenges, in collaboration with relevant stakeholders**;
- (ii) **enlarge digital competences** that has an applied use when developing the skills required to foster the aforementioned entrepreneurial activities, ensuring that **curricular models consider these digital competences as part of their core**;
- (iii) **work in a transnational environment**, where participants can learn from each other and their best practices, while **adding value to the activities by tackling pan-European challenges and perspectives**, that enrich and enlarge the project results.

FOCUS – WHAT IS THE KEY MESSAGE FOR THE EVALUATORS AND FOR THE BENEFICIARIES?

- better prepared learners and enhancement of the third mission of the European universities
 - HEIs to work with the civic society in real reach-out situations and enhance their competence towards digital readiness, resilience and capacity
 - utilise transdisciplinary approach (interdisciplinary academic approach including engineering, economics, managerial, social/environmental and others - together with civic society) that needs recognition, testing and mastering of new and innovative learning and teaching practices
 - make local societies collaborate and be supported by students helping them in realizing how to better use the digital skills and how to be resilient in the uncommon situations
- build on, extend and incorporate the "The Digital Competence Framework 2.0" (<https://ec.europa.eu/jrc/en/digcomp/digital-competence-framework>) into the learning process in HEIs in line with the cross-domain entrepreneurial competences of students

PROJECT PARTNERS – HOW DO WE KNOW EACH OTHER?

PP1	UNIwersytet Ekonomiczny w Katowicach
PP2	Universitat Autònoma de Barcelona
PP3	Ekonómická univerzita v Bratislave
PP4	Mittuniversitetet
PP5	Tampereen Ammattikorkeakoulu Oy
PP6	Alma Mater Studiorum - Università di Bologna
PP7	Université de Lausanne
PP8	Institut National de Recherche pour l'Agriculture, l'Alimentation et l'Environnement
PP9	Technická univerzita v Kósciach
PP10	ISCTE - Instituto Universitário de Lisboa

PROJECT BENEFICIARIES (#1) – WHO WILL BENEFIT?

- Staff-professors: the project will support joint design of new curricular methods and outputs in a coordinated way
- Higher education students: students (those participating in the project actions and those that will further benefit from the improvements in the curricula)
 - Students with fewer opportunities: special consideration will be given to students with fewer opportunities, ensuring that they are represented in all project actions (12 directly-involved participant students: educational difficulties, cultural differences, other reasons, migrant background obstacle, economic obstacles)

PROJECT BENEFICIARIES (#2)

Society stakeholders: to define projects and activities to involve students in the entrepreneurial dimension (firms, business associations, local/regional administrations, and/or users/citizens and their associations...)

The multiplier events will be open events with no limitations apart from the interest to the topic covered.

Readers of the Handbook on digital skills and cross domain entrepreneurship will provide background analysis directed towards the people with fewer opportunities.

TEACHING AND LEARNING IN ACTION – LTT #1 TEACHING AND EXPERIMENTATION IN HEIS (ROUND 1)

- Where: Katowice
- What: Teaching and experimentation in HEIs (round 1) - a mix of on-site and on-line learning, teaching proceeded by distant and onsite guidance of the teachers. 4 organisations participate on-line and 6 on-site. A total of 20 learners and 7 teachers will work onsite and collaborate with additional c.a. 15 learners in distance mode and assistance provided by 4 volunteer teachers.
- How: The teachers will utilise the guidance provided, practice the curricula developed and evaluate the mapping done in the first project activity (result). The goal of the action is to boost students' capacity to start their international collaborative projects that will be initiated to utilise the competences and skills. Students' projects will be then developed in teams and carried on after this dedicated learning until the second Learning, Teaching, Training Activity. In Bologna students' projects will be presented, self-evaluated and enriched.

LTT #1

TEACHING AND EXPERIMENTATION IN HEIS (ROUND 1)

- The activity will result in (i) preparation and working on collaborative interdisciplinary projects that will allow to test the use of digital skills and cross-domain entrepreneurial competences of students (ii) test the teaching methods leading to higher awareness of skills and competences needed to face societal challenges (iii) improve the curricula based on the observations and feedback in terms of transnational, digital, social, technological (engineering), sustainability aspects.
 - The activity will be an occasion to make full use of the competence of MidSweden University (MIUN) who is excellent on distance learning. MIUN will organise the activities for the partners learning as on-line participants.
- Each partner will be responsible to select at least 25% of the participants in terms of these fewer opportunities they have.
- Budget: 16.541 EUR; details on participants – see the application

MULTIPLIER EVENT #1

WINTER SEMINAR 2023 - SOCIETAL CHALLENGES FACED

- Who: EKONOMICKA UNIVERZITA V BRATISLAVE
- What: The winter seminar will address the societal challenges faced and offer the possibility to reach wider auditorium of researchers and teachers interested to enlarge their experience and implement the curricular materials developed and tested with students. Also, it will allow to discuss further cases where the digital skills and cross-domain entrepreneurial competences could be applied with local communities.
 - it will be offered to local and international researchers and teachers associated under the umbrella of European Regional Science Association and its national sections well extending the multiplying effects.
- Target: 15 local and 10 foreign participants (excl. the staff from the partnership)

ME #2

TRANSNATIONAL CONFERENCE ON DIGITAL SKILLS AND CROSS-DOMAIN ENTREPRENEURSHIP FOR SOCIETAL CHALLENGES

- Who: UNIVERSITAT AUTONOMA DE BARCELONA
- What: The multiplier event will gather researchers, teachers, learners and local representatives interested in handling societal challenges with digital skills and cross-domain entrepreneurial competences and will be an excellent opportunity to present all the project results, disseminate the content of the book as well as plan for future activities maintaining the sustainability of the results and extending the academic debate on the project theme. The event will be an opportunity to cooperate with the HESS team at the JRC (i.e. the Higher Education for Smart Specialisation) of DG Joint Research Centre of the European Commission.
 - the event will be disseminated to the HEI with whom we have MoUs or other agreements;
- Target: 60 local and 10 foreign and 30 virtual participants (excl. the staff from the partnership)

GANNT

[illegible]



Ocena projektu

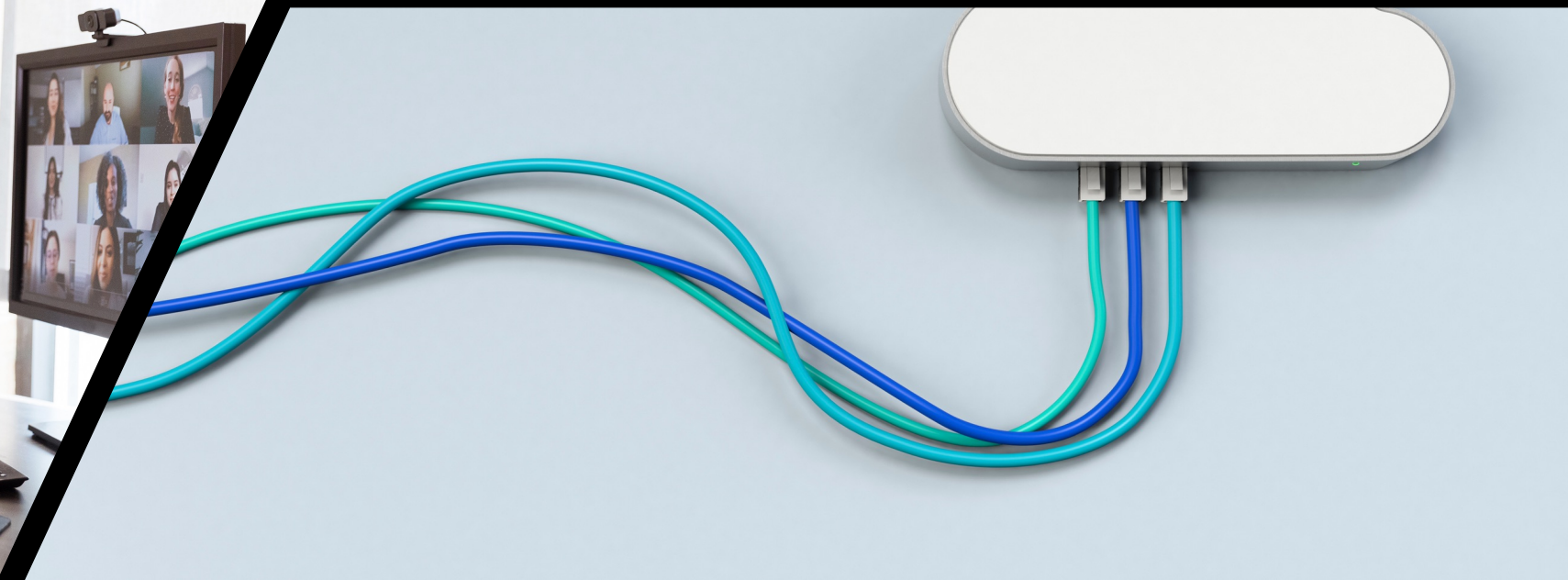
MAMY PROJEKT, ALE...

- Relevance of the project
 - Quality of the project design and implementation
 - Quality of the project team and the cooperation arrangements
 - Impact
- Okrojona analiza potrzeb – wiemy co jest potrzebne, ale nie daliśmy dowodów
 - Nie w pełni czytelne oddziaływanie na beneficjentów – wiemy, że pomożemy wielu, ale nie daliśmy dowodów
 - Działania LTT zostały opisane zbyt mało konkretnie – wiemy, że będziemy je przygotowywać w trakcie jednego z zadań, ale można było lepiej je umocować
 - Projekt wskazuje na trwałość rezultatów nie pokazując strategii działań – pokazaliśmy listę działań a nie strategię
 - ...



Wdrażanie projektu

[illegible][illegible]



The background is a blue gradient. In the corners, there are white line-art illustrations of circuit boards or neural networks, with lines and small circles representing nodes.

DZIĘKUJĘ ZA UWAGĘ