



openeducationweek.org
elearning.upt.ro
EDEN OEW - webinarii, zilnic

Ediția a VIII-a
Workshop internațional



#OEWTimisoara #openeducationwk

Open Education Week 2021

1 - 5 Martie 2021

Săptămâna educației deschise 2021

Educația deschisă în timpul pandemiei

Miercuri 3 martie 2021, 13:00 - 17:30, online

Open education in pandemic times





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www.upt.ro

Mobilități virtuale și micro-credite (Open Virtual Mobility, TalkTech, Open Badges)

Politehnica
University of
Timisoara

Dr. Diana Andone

Politehnica University of Timisoara

Romania

www.digiculture.eu



Erasmus+

#OEWeek 2021
#OEWeekTimisoara

3 martie 2021



@diando70

Open Education



<https://www.openeducationweek.org/>

Community of Practice for Open Education

<https://www.cccoer.org/>

<https://www.oeglobal.org/>



Campus Virtual^{UPT}

Digital Tools
(creating, using)
Core
Content
Skills

Digital Education
Eco-system
Collaboration
Co-creators

Academic
Culture changes
Learning
transformation

Together
Online

Early Adopters



Enablers



Digital leaders

UPT Digital Education

e-Learning Center – research and development - CeL



over 25 projects, EU funded, Europe, USA, China, Canada

Over 8 mil Euro

DIGITAL
culture

E³UDRES²

Engaged and Entrepreneurial European University as
Driver for European Smart and Sustainable Regions

EBSI4RO

Digitalisation

Digital Education
Eco-system
Collaboration
Co-creators



Enablers

MO
DE IT

TraCCE

AugWearEdu



Today students will learn independent and digital all their life

21st century skills / future skills

OPEN life long learning STUDENT

Are they ready to identify, access, learn, analyse, apply, practice new knowledge across different media, information, communication, tools as to enhance their skills and develop their careers?

How to develop Open life-long learning students for the 21st century society?

MOOC

Virtual
Campu
s
OER
Co-cre
ators

Virtual
Mobilitie
s

Micro-cre
dentials

MOOCs

Cele mai noi cursuri

since 2014



Digital Skills 2019



Open Education Week 2020



M-commerce (Comert mobil)

July



VEZI CURS

15 June
© 2020



VEZI CURS

16 May
© 2016



VEZI CURS

09 Ai
© 2016

Improving the Digital Competences and Social Inclusion of Adults in Creative Industries

The poster features the title "DIGITAL culture" in large, stylized blue and grey letters. Below it, the subtitle "Improving the Digital Competences and Social Inclusion of Adults in Creative Industries" is written in a smaller blue font. To the right of the text is a cluster of colorful triangles. At the bottom, there is a network diagram with blue lines and nodes, some of which are colored. The website "www.digiculture.eu" is displayed in blue text. The poster also includes a "Co-funded by the Erasmus+ Programme of the European Union" logo and a list of partners at the bottom.

Co-funded by the Erasmus+ Programme of the European Union

www.digiculture.eu

Partners:

- up Universitatea Politehnica Timișoara
- ROMA TRE UNIVERSITÀ DEGLI STUDI
- DCU
- 21
- FALGERS UNIVERSITY
- UNI GRAZ
- JME ASSOCIATES E-LEARNING DESIGN
- NATIONAL ASSOCIATION OF DISTANCE EDUCATION



DigiCulture Course – online/ blended learning, free course

1. The Internet, World Wide Web and introduction to the digital world

2. Digital Content & Publishing (including wikis)

3. Data Protection and Open Licenses

4. Digital Curation - Digital Libraries and Museums

5. Digital Safety, Security and Ethics

6. Digital Storytelling

7. Digital Audiences, Digital Analytics (Google, Facebook, Twitter, SEO)

8. Social Media for Culture

9. Augmented and Virtual Reality

10. Mobile Apps and Mobile User Experience

11. Digital Management in Culture

12. Digital Communication & Presentations

13. Online and Mobile Digital Media Tools (audio-video)

DIGITAL culture

DigiCulture Course
– online/ blended learning, free course



The screenshot shows the website for DigiCulture Courses. At the top, there is a navigation bar with the UNI logo, a home icon, and a language selector set to English (en). Below this is a banner with the 'DIGITAL culture' logo and the text 'IMPROVING THE DIGITAL COMPETENCIES AND SOCIAL INCLUSION OF ADULTS IN CREATIVE INDUSTRIES'. The main heading is 'DigiCulture Courses - English'. A search bar is present with a 'Go' button. Below the search bar, there is a grid of 15 course cards, each with a representative image and a title. The course categories are listed as 'DigiCulture / DigiCulture Courses - English'. On the right side, there is a 'NAVIGATION' menu with a tree structure showing the current location: Home > Courses > DigiCulture > DigiCulture Courses - English. The footer contains the Erasmus+ logo, a disclaimer about funding, and links to Google Play and the App Store.

UNI CAMPUS English (en) You are not logged in. (Log in)

DIGITAL culture IMPROVING THE DIGITAL COMPETENCIES AND SOCIAL INCLUSION OF ADULTS IN CREATIVE INDUSTRIES DigiCulture Courses - English

Home / Courses / DigiCulture / DigiCulture Courses - English

Course categories: DigiCulture / DigiCulture Courses - English

Search courses Go

IWWWIDW_EN The Internet, World Wide Web and introduction to the digital world	DCoPub_EN Digital Content & Publishing	DPOL_EN Data Protection and Open Licenses	DCDLM_EN Digital Curation - Digital Libraries and Museums	DSSE_EN Digital Safety, Security and Ethics
DS_EN Digital Storytelling	DADA_EN Digital Audiences, Digital Analytics	SMC_EN Social Media for Culture	AVR_EN Augmented and Virtual Reality	MAMUE_EN Mobile Apps and Mobile User Experience
DMC_EN Digital Management in Culture	DComPre_EN Digital Communication & Presentations	OMDMT_EN Online and Mobile Digital Media Tools		

Data retention summary Policies You are not logged in. (Log in)

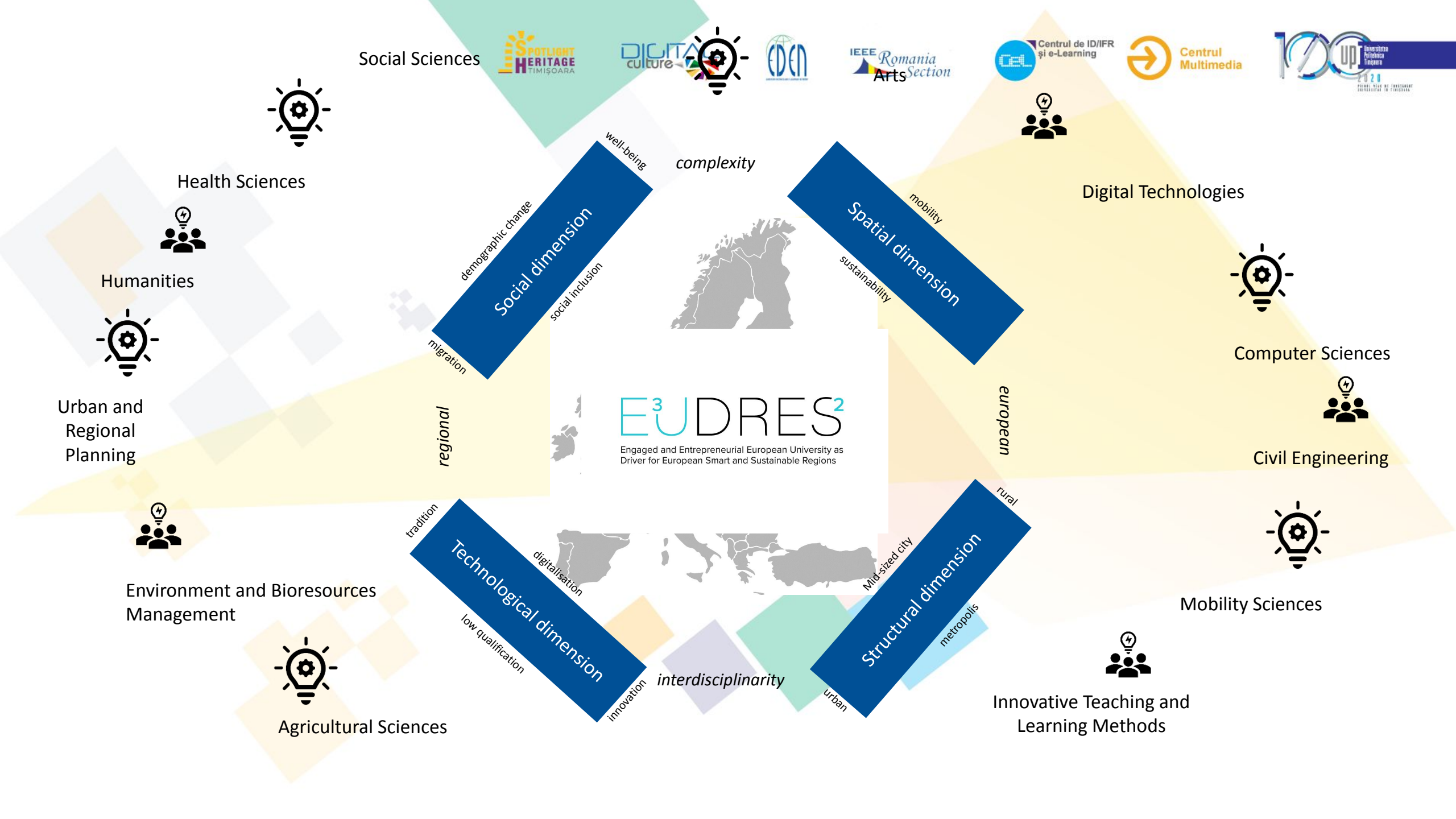
Erasmus+ GET IT ON Google play Download on the App Store

The creation of these resources has been (partially) funded by the ERASMUS+ grant program of the European Union under grant no. 2018-1-R001-KA204-049368. Neither the European Commission nor the project's national funding agency ANPCDEFP are responsible for the content or liable for any losses or damage resulting of the use of these resources.

A MOOC-based Innovative Instructional Approach for Curriculum Design

MODE IT





Community Enabled Open Training on Creative & Cultural Entrepreneurship -

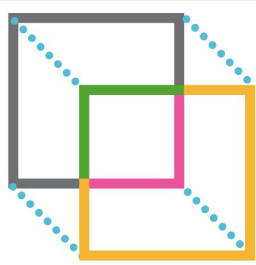
TraCCE

TraCCE adopts a transnational & multi-stakeholder approach in order to build a think-tank in CCE through a cross-country blending of complementary expertise towards developing (through open innovation & quadruple/quintuple helix co-creation): a higher education CCE Curriculum and a CCE Train the Trainers Toolkit that will be offered to the CCE community (open access) through a virtual learning environment and piloted through four international workshops.

Project partners: Universitatea de Vest Timișoara, Kentro Erevnon Notioanatolikis Evropis Astiki Mi Kerdoskopiki Etaireia (Greece), Hochschule Fur Angewandte Wissenschaften Munchen (Germany), Universitatea Politehnica Timișoara, social innovators KG (Austria).

UPT – quality assurance and support with the VLE platform.

Virtual mobilities



Open Virtual Mobility

Course implementation

24 cursuri pentru mobilități virtuale

English (en) Admin User

Welcome to the MOOC - Media and Digital Literacy!

Dashboard / Courses / OpenVM MOOCs / Media and digital literacy / JC-MDL

1. Welcome to the MOOC - Media and Digital Literacy!
Improve your media and digital literacy to prepare for virtual mobility!

Choose your learning pathway - as TEACHER or STUDENT

Kati (student)
+ likes creative work
+ speaks good English
+ has many Instagram followers
+ wants to get ready for virtual mobility

Rafa (student)
+ likes travelling
+ runs his own blog
+ speaks good English
+ wants to get ready for virtual mobility

English (en) Admin User

Media and Digital Literacy - Intermediate Level

Dashboard / Courses / OpenVM MOOCs / Media and digital literacy / IL-MDL

Welcome to the Intermediate Level of the Media and Digital Literacy course

In this part of the MOOC, you will watch videos and read texts that enable you to improve your media and digital literacy (MDL). You will also participate in discussion forums and self-assess your skills.

Before starting the intermediate level, you can choose to attend the foundation level **MDL Foundation Level**

After you have completed the intermediate level, you will be ready to join the advanced and the last level of the media and digital literacy course **MDL Advanced Level**

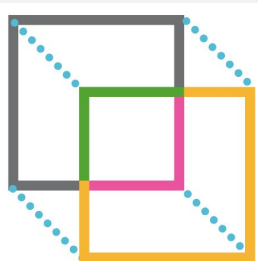
Discussion Forum (Intermediate Level)

Dear participants, you can use this space to write your questions regarding the learning path, technical issues, assessment, and badges. A tutor will provide you guidance!

Skills needed to face the learning challenges in the digital era

VM Badges
Badge that can be earned in this course:
Media & Digital Literacy Intermediate Level
Users need to complete all the activities in this course, in order to earn this badge
14 user(s) have completed this course and claimed this badge. Details
More information about this badge: here

<http://www.openvirtualmobility.eu>



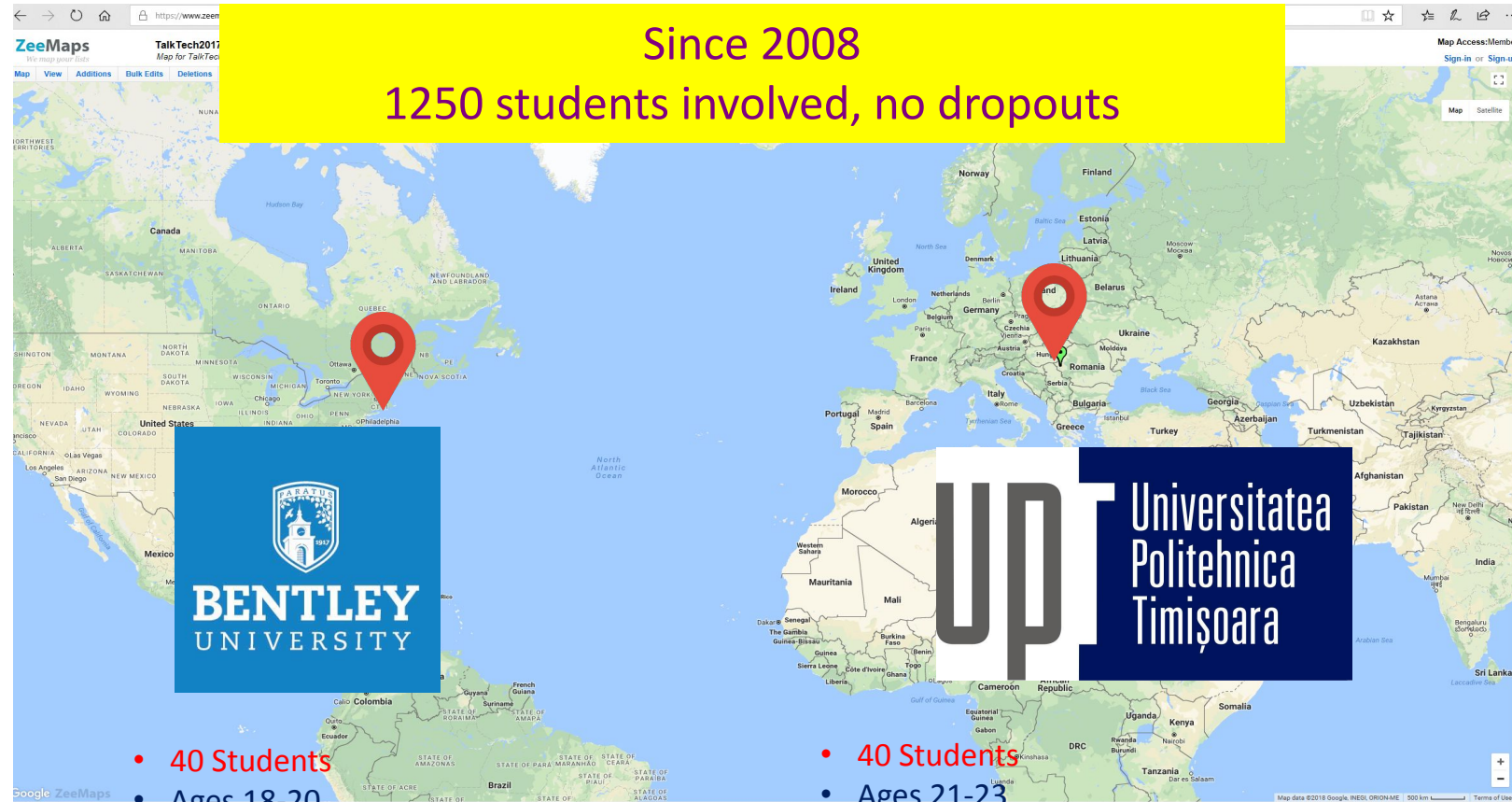
Open Virtual Mobility

Open Credentials to recognise virtual mobility skills
Opening the skill recognition!



<http://www.openvirtualmobility.eu>





Since 2008
1250 students involved, no dropouts



- 40 Students
- Ages 18-20
- Intro to Computing
- Speak English
- Some experience with web, collaboration, and mobile devices

- 40 Students
- Ages 21-23
- Multimedia Technologies
- Speak English
- Some experience with web, collaboration, and mobile devices



Virtual mobility – learn, work online with limited supervision

Multicultural

Entrepreneurship

Motivation

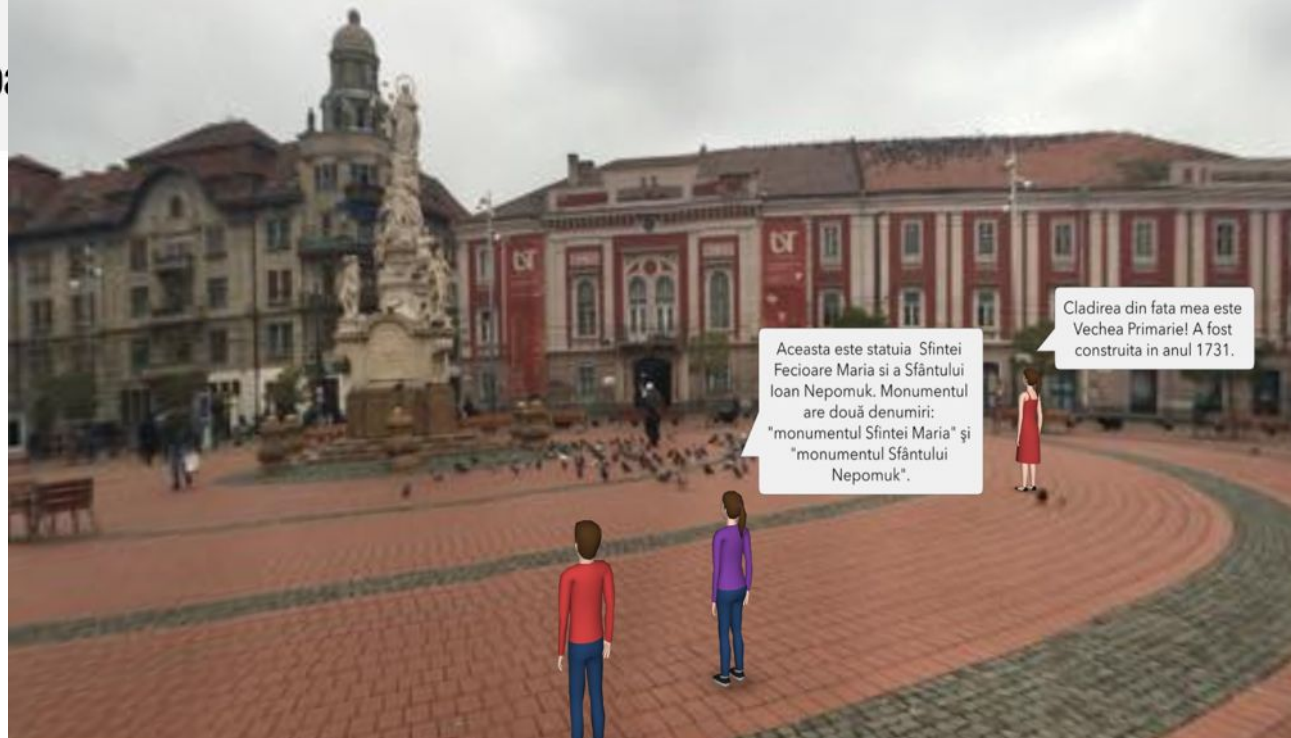
Global workspace environment

Open Education

Digital skills

International Collaboration

Liberty Square, Timisoara AR (cospaces) VR (Aurasma)





The screenshot shows a 3D scene editor interface. On the left, a character in a white lab coat is in a van. A sign on the wall says "Go to Scene 1". On the right, a code editor window titled "CoBlocks" contains the following script:

```
1 When Play clicked
2 when Jump Button is clicked
3 go to scene Scene1
4 Doctor woman say " Assess the ..."
5 set animation of Doctor woman to Point
6 when Cutlass is clicked
7 show info panel with title " Warning "
   text " Careful, do..."
   image no image
8 when Stethoscope is clicked
9 show info panel with title " What do yo..."
   text " Check the ..."
   image no image
```



TalkTech 2008-2020 Virtual mobilities

Multicultural

Online – different time zones

Simulate real world work in an IT company

Students freely choose the tools, communication, working time and hours, result

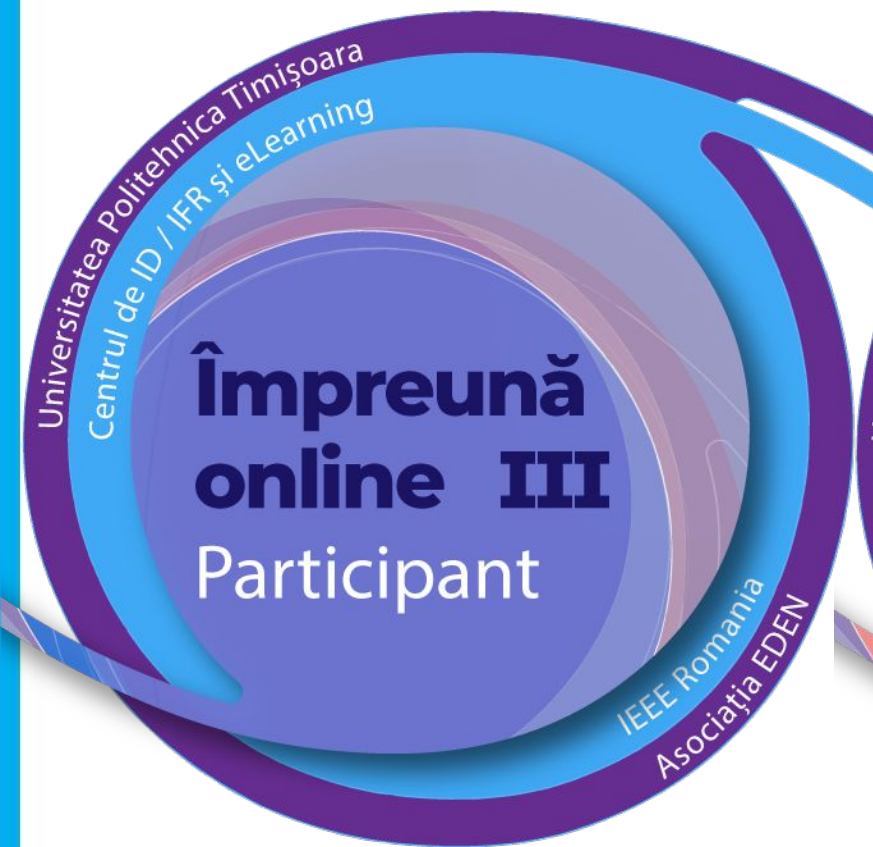
Analysing, curating, synthetizing and creating digital media artifacts students interrogate their digital learning

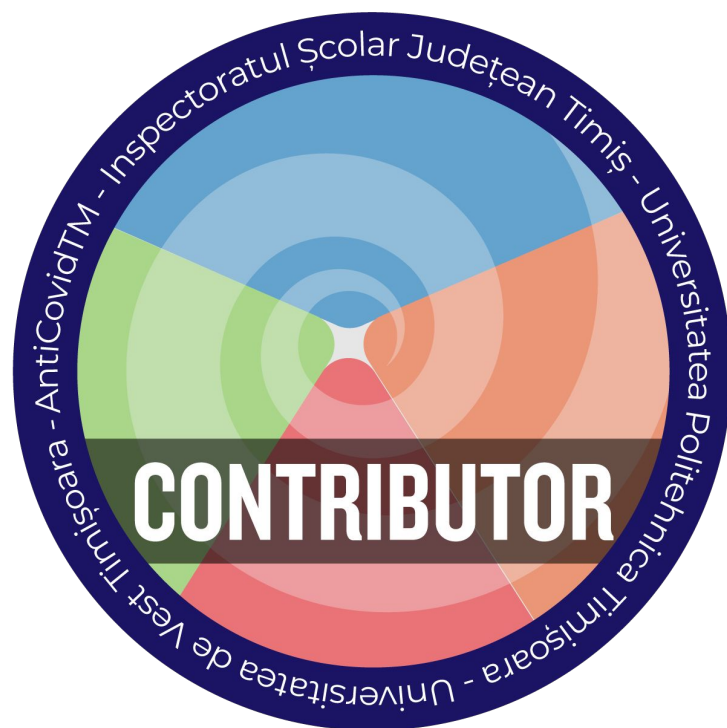
Planning, discussing, posting, and sharing this work online with international partners provides an opportunity for validating their information, media literacy and communication skills

Micro-credits – open badge

Împreună online

webinarii practice
despre educatia online





DIGITAL
culture



Digital audiences
Digital analytics

BASIC LEVEL TRAINING

DIGITAL
culture



Mobile UX

BASIC LEVEL TRAINING

DIGITAL
culture



WWW Internet
Digital World

BASIC LEVEL TRAINING

DIGITAL
culture



Data Protection & Open Licenses

BASIC LEVEL TRAINING

DIGITAL
culture



Social media for culture

BASIC LEVEL TRAINING

DIGITAL
culture



Digital Safety Security & Ethics

BASIC LEVEL TRAINING

DIGITAL
culture



Augmented & Virtual Reality

BASIC LEVEL TRAINING

DIGITAL
culture



Digital content & Publishing

BASIC LEVEL TRAINING

DIGITAL
culture



Digital management in culture

BASIC LEVEL TRAINING

DIGITAL
culture



Digital Communication & Presentations

BASIC LEVEL TRAINING

DIGITAL
culture



Digital storytelling

BASIC LEVEL TRAINING

DIGITAL
culture



Online & mobile digital media tools

BASIC LEVEL TRAINING

DIGITAL
culture



Digital Curation Digital Libraries & Museums

BASIC LEVEL TRAINING

European Blockchain Services Infrastructure EBSI Romania 2021- 2022 Connecting Romania through Blockchain

Blockchain
Micro-credits
Certificate
Diplome

uefiscdi

Executive Agency for Higher
Education, Research, Development
and Innovation Funding



<https://ec.europa.eu/cefdigital/wiki/display/CEFDIGITAL/EBSI>



Early Adopters



Enablers



Digital leaders

UPT Digital Education

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IEEE Education BoG

IEEE Computer Society, TCLT Open Chair

IEEE Education and Women in Engineering



