



Erasmus+



eLearning Centre



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www.upt.ro

Politehnica University of Timisoara

Open and blended education and training for Digital skills - UPT experiences

Dr. Diana Andone

Politehnica University of Timisoara

Romania

#OEWeek 2020
#OEWeekTimisoara
6 martie 2020, Timisoara

www.digiculture.eu

@diando70



1920



Politehnica University of Timisoara, Romania

Open Education

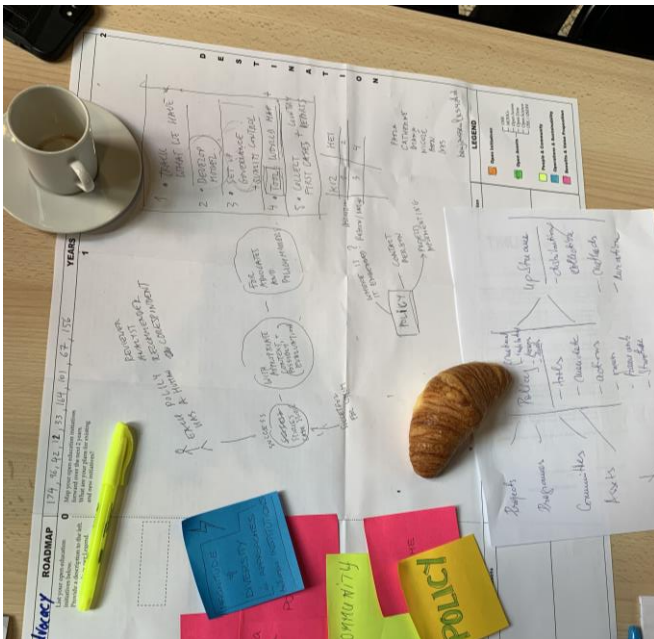
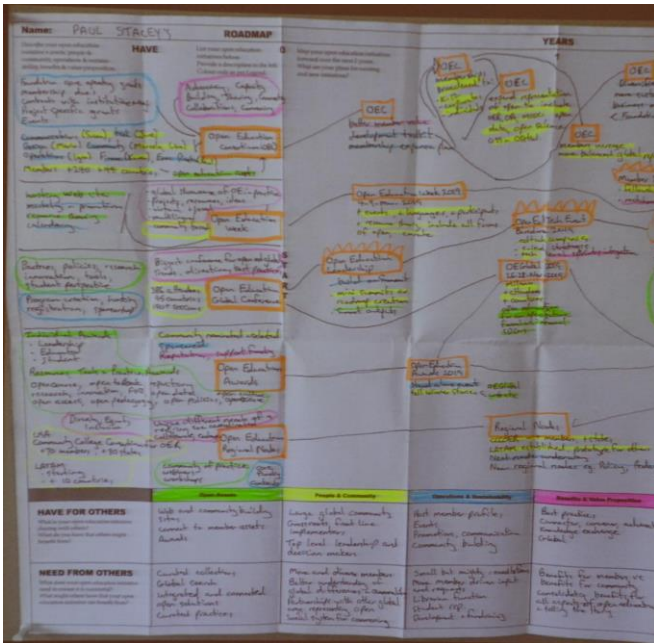


Community of Practice for Open Education

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

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

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



Open Education Leadership Summit, December 2018, Paris

Open Education Road Map

What is an Open Education Roadmap?
 An open education roadmap is a tool for describing how an open education initiative is likely to grow, including:

- development and use of open assets
- the community of people involved from within and outside your organization
- the processes and means by which open education operates and is sustained
- the value proposition and benefits open education generates

An open education roadmap provides a visual means for you to communicate major initiatives underway and your plans to grow them or add new ones over a period of time. Open education roadmaps show the work you are doing and the ways in which that work connects with, uses, and benefits from other open education initiatives regionally and around the world. Creating and sharing roadmaps provides a means for coordinated and collective action toward common goals.

What are Open Assets?
 Open assets are what open education initiatives produce and use, tangible goods (usually digital) with educational purpose and value. Open assets are produced, curated, and distributed in ways that make them freely accessible, usable, and improvable by others. Open assets can take many different forms including:

Open Educational Resources
 Open Educational Resources (OER) are teaching, learning and research materials in any medium – digital or otherwise – that reside in the public domain or have been released under an open license that permits no-cost access, use, adaptation and redistribution by others with no or limited restrictions.

OER come with SR permissions including the permission to:

- Retain - the right to create, own, and control copies of the content;
- Reuse - the right to use the content in a wide

- range of ways;
- Revise - the right to adjust, modify, or alter the content itself;
- Remix - the right to combine the original or revised content with other material to create something new;
- Redistribute - the right to share copies of the original content, the revisions, or the remixes with others.

OER can include textbooks, instructional materials, interactive simulations, lesson plans, full courses, and even complete degrees (often called Z-Degrees). A popular example of OER are open textbooks which are funded, published, and licensed to be freely used, adapted, books can be downloaded at low cost offering significant to expensive proprietary academic freedom to create and update as required. O the academic offering of an

OER are typically stored a web sites, platforms or repository, view and download

MOOCs
 MOOCs are Massive Open at unlimited participation include traditional course lectures, readings, and provide interactive elements support discussion and automated feedback.

Open education MOOCs content, structure and how the reuse and remixing of use closed licenses for content free access for student education benefits. While part free and open enrolling a credential such as a complete all course require MOOCs are frequently used

ing, profiling world class professors and the unique programmatic offerings of an institution.

Open Access
 In addition to teaching and learning materials open education includes research outputs. Open Access (OA) refers to research published in a way that is digital, online, free of charge, and free of most copyright and licensing restrictions. OA removes price barriers such as subscriptions and pay-per-view fees giving researchers, students, and the public access to research. As most research is publicly funded OA ensures the public has access to what it funded. OA makes research discoverable, available and more accessible for the advancement of science.

reuse, redistribution and reproduction of the research and its underlying data and methods. In the context of open education open science frequently involves use of OER, OA and open data along with the engagement of the public in citizen science.

Open Source Software & Hardware
 Open source software (OSS) is computer software whose source code is released under a license in which the copyright holder grants users the rights to study, change, and distribute the software to anyone and for any purpose.

Open source hardware (OSHW), refers to licensing of hardware specifications of a hardware object in such

of open education are often supported with open policy at the governmental or institutional level. With the maturation of open education new open education practices have emerged around creation, use and sharing. Open education makes it possible to think about teaching and learning in ways not possible with proprietary assets and this has led to open pedagogies that replace disposable assignments with ones that produce public good.

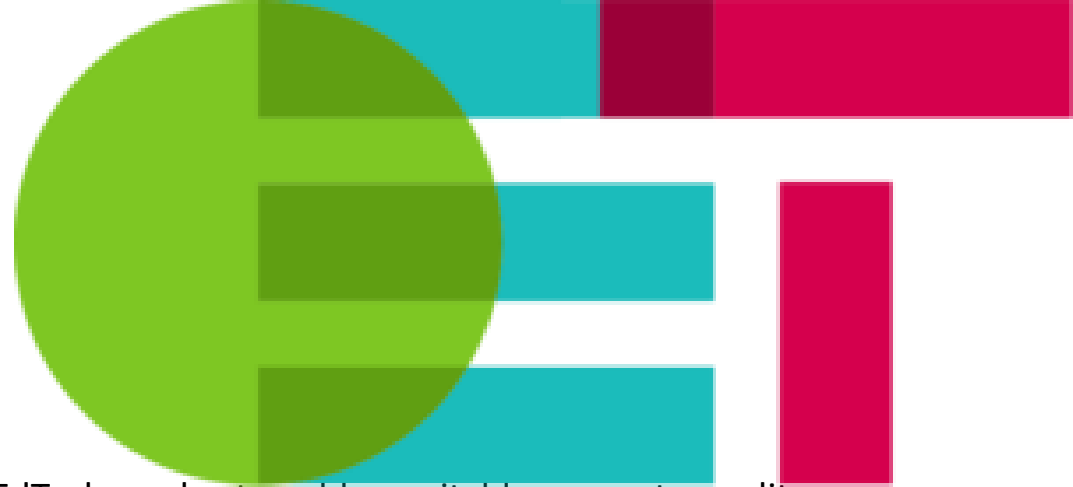
Sustainability is the strategy and business model used to ensure open education persists over the long term. Many open education initiatives start up based on special one-time grants or funding. *Source: Adapted from the meeting for which these slides*

Open Education Leadership Summit
 Paris, 3-4-Dec-2018

ROADMAP TOOLKIT

Name:	ROADMAP	YEARS
Describe your open education initiative's assets, people & community, operations & sustainability, benefits & value proposition.	HAVE List your open education initiatives below. Provide a description to the left. Colour code as per Legend.	1 Map your open education initiatives forward over the next 2 years. What are your plans for existing and new initiatives?
	S T A R T	2
		D E S T I N A T I O N
Name: NETWORK		
Open Assets		
People & Community		
Operations & Sustainability		
Benefits & Value Proposition		
Open Assets		
People & Community		
Operations & Sustainability		
Benefits & Value Proposition		
	Open Assets	People & Community
	Operations & Sustainability	Benefits & Value Proposition
	LEGEND	
	<input type="checkbox"/> Open Initiatives <input type="checkbox"/> Open Assets <ul style="list-style-type: none"> — OER — MOOCs — Open Access — Open Data — Open Science — OSS / OSHW <input type="checkbox"/> People & Community <input type="checkbox"/> Operations & Sustainability <input type="checkbox"/> Benefits & Value Proposition	
HAVE FOR OTHERS What is your open education initiative sharing with others? What do you have that others might benefit from?		
NEED FROM OTHERS What does your open education initiative need to ensure it is successful? What might others have that your open education initiative can benefit from?		

OpenEdTech



Open Educational Technologies

Guiding principles for Open EdTech:

1. Education is a basic human right and Open EdTech can best enable equitable access to quality education for everyone on Earth.
2. We strongly support open standards and interoperability.
3. Control of education technology should be collectively shared.
4. We want to empower educators and learners to improve our world.
5. Education should drive technology, not the reverse.
6. We encourage strategic alliances and networks for those around Open EdTech.
7. Open EdTech should be the most well-designed, competitive and sustainable technology available.
8. We embrace the best of open source practices.
9. We want to build on what already exists, including standards and tools.
10. Openness in EdTech should include transparency about sustainability models.
11. We work closely with our diverse communities to define our goals and roadmaps.
12. We understand and respect diversity when creating and recommending Open EdTech tools and resources.

This document: bit.ly/2XBTMty

Setting the Default to Open

SPARC is a global coalition committed to making Open the default for research and education. SPARC empowers people to solve big problems and make new discoveries through the adoption of policies and practices that advance Open Access, Open Data, and Open Education.

LEARN MORE

DONATE



Open Access



Open Education



Open Data

Search keywords, title, URL, ISBN, or author

Go

Advanced Search Options

Home / Information Technology Community Portal

Information Technology Community Portal

Welcome!

[Add to the Collection](#)

The banner features a dark blue background with vertical columns of glowing binary code (0s and 1s). On the left, a white banner with a red top section contains the text "Endorsed by" and logos for the IEEE Computer Society and the IEEE Education Society. On the right, the text "MERLOT Information Technology" is displayed in a large, white, serif font, with a right-pointing arrow. Below this, the text "Welcome to the Information Technology Community Portal!" is written in a smaller white font.

<https://www.merlot.org/merlot/InformationTechnology.htm>

<http://www.eden-online.org/>



The smart network for the distance and e-learning professional community and a professional community for smart learning.

[Featured](#) [News](#) [About us](#) [Recognition](#) [Membership](#) [Events](#) [EU Projects](#) [Publications](#)

Google Custom



March 2-6, 2020

[Open Education Week](#)

[webinars](#)

EDEN at the Open Education Week 2020

[Events](#) / [EDEN at the Open Education Week 2020](#)

[Open Education Week](#) is a celebration of the global Open Education Movement. Its goal is to raise awareness about the movement and its impact on teaching and learning worldwide, the free and open educational opportunities that exist for everyone, everywhere, right now.



Creative creators

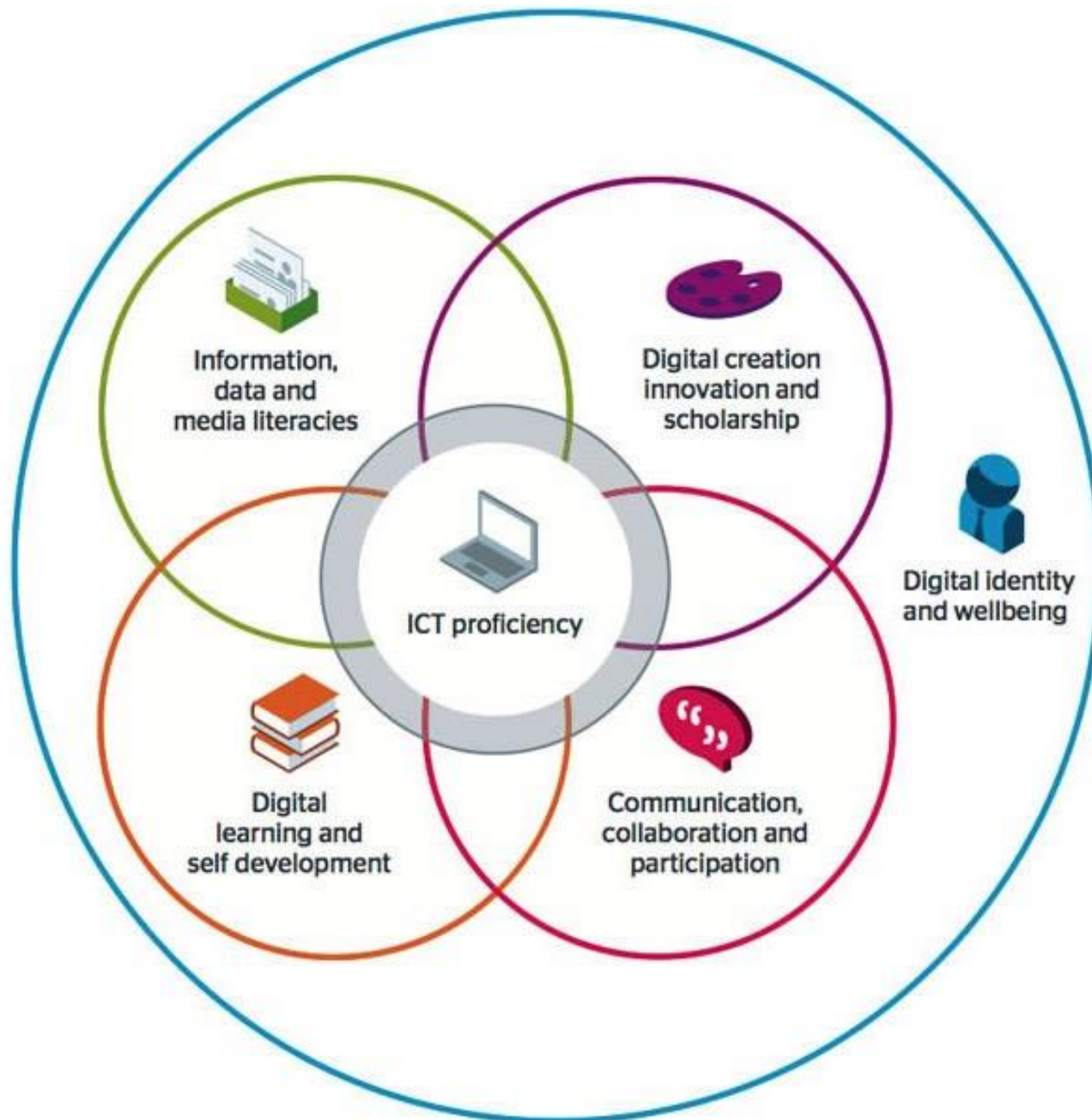
World Economic Forum's - "The Future of Jobs", January 2019

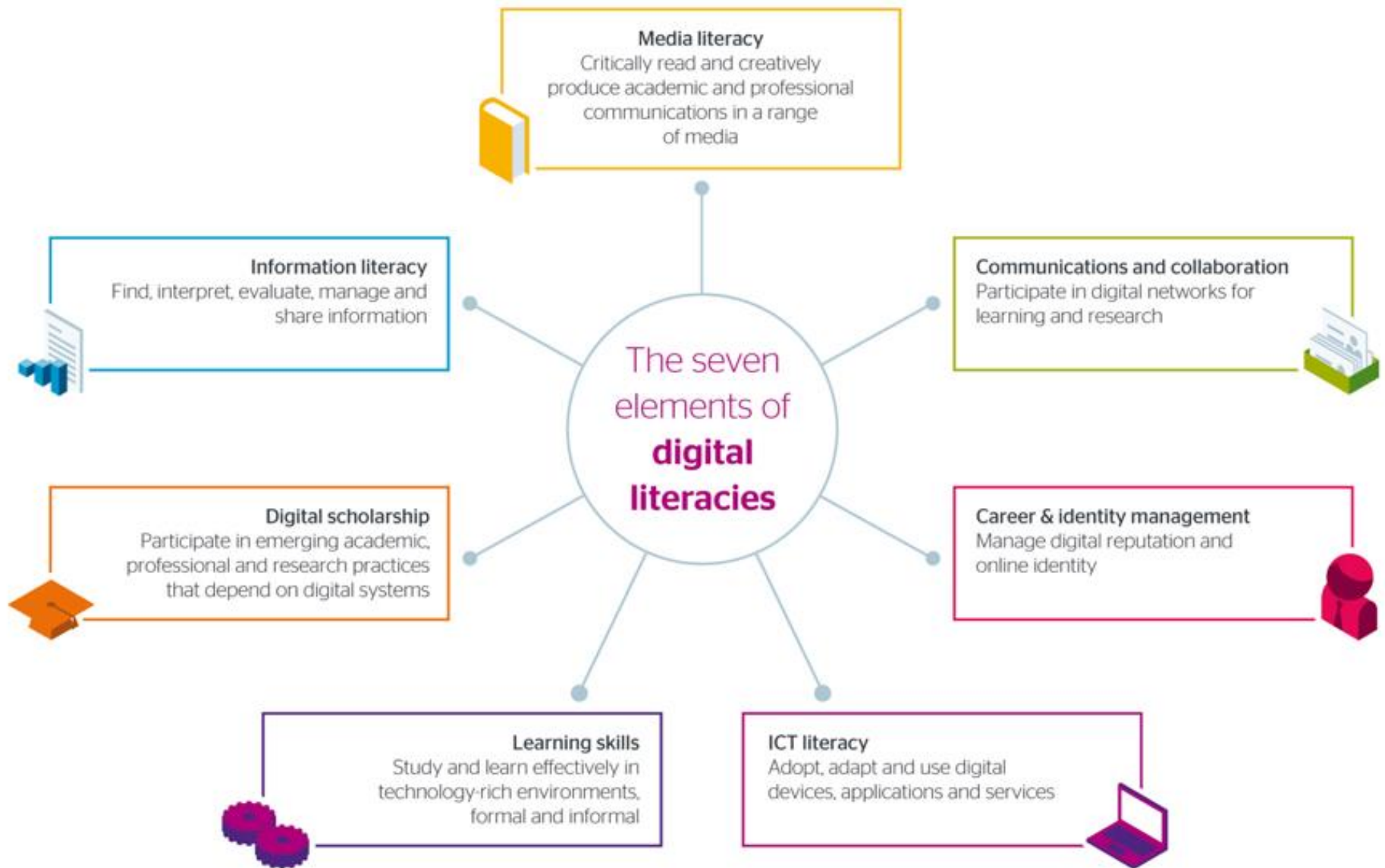
Top 10 skills in 2020

- Complex problem solving.
- Critical thinking.
- Creativity.
- People management.
- Co-ordinating with others.
- Emotional intelligence.
- Judgment and decision making.
- Service orientation.
- Negotiation.
- Cognitive flexibility.

Top 10 skills in 2005 (compared with 2020 statistics)

- Complex problem solving.
- Co-ordinating with others (-3).
- People management (-1).
- Critical thinking (+2).
- Negotiation (-4).
- Quality control. *
- Service orientation (-1).
- Judgment and decision making (+1).
- Active listening.*
- Creativity (+7).
- *drop out of Top 10 skills in 2020





Digital Literacy – Competente Digitale

Social
Networking

Transliteracy

Maintaining
Privacy

Managing
Digital Identity

Creating
Content

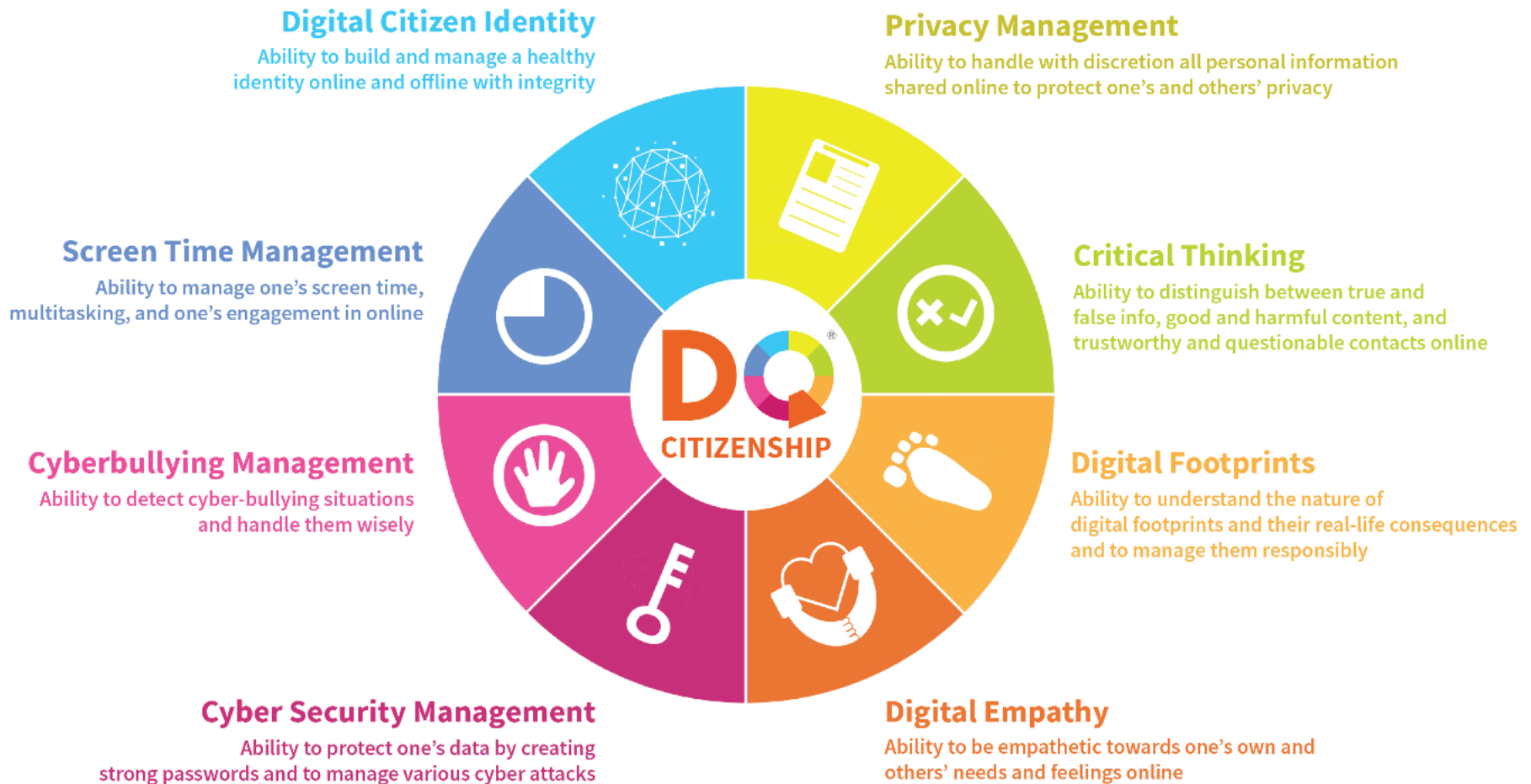
Organizing
and Sharing

Reusing /
Repurposing

Filtering and
Selecting

Self-
Broadcasting

Inteligența Digitală pentru copii



Digital Education Action Plan

11 actions to support technology use and the development of digital competences in education



Making better use of digital technology for teaching and learning (Actions 1 to 3)

[Action 1 - Connectivity in Schools](#)

[Action 2 - SELFIE self-reflection tool & mentoring scheme for schools](#)

[Action 3 - Digitally Signed Qualifications](#)



Developing digital competences and skills (Actions 4 to 8)

[Action 4 - Higher Education Hub](#)

[Action 5 - Open Science Skills](#)

[Action 6 - EU Code Week in schools](#)

[Action 7 - Cybersecurity in Education](#)

[Action 8 - Training in digital and entrepreneurial skills for girls](#)



Improving education through better data analysis and foresight (Actions 9 to 11)

[Action 9 - Studies on ICT in education](#)

[Action 10 - Artificial Intelligence and analytics](#)

[Action 11 - Strategic foresight](#)



European
Commission

SHAPING EUROPE'S DIGITAL FUTURE

February 2020

#DigitalEU

<https://ec.europa.eu/digital-single-market/en>

Everyone is experiencing the digital transformation in their life. The EU digital strategy will make it work for people, businesses and the planet, in line with EU values.

Who will benefit from the EU's digital strategy?



EVERY EUROPEAN

Technology improves every citizen's daily life.



BUSINESSES

Businesses start, grow, innovate and compete on fair terms.



THE PLANET

Digital technologies help the EU reach climate neutrality.

DigComp 2.1: The Digital Competence Framework for Citizens.

<https://ec.europa.eu/jrc/en/publication/eur-scientific-and-technical-research-reports/digcomp-21-digital-competence-framework-citizens-eight-proficiency-levels-and-examples-use>

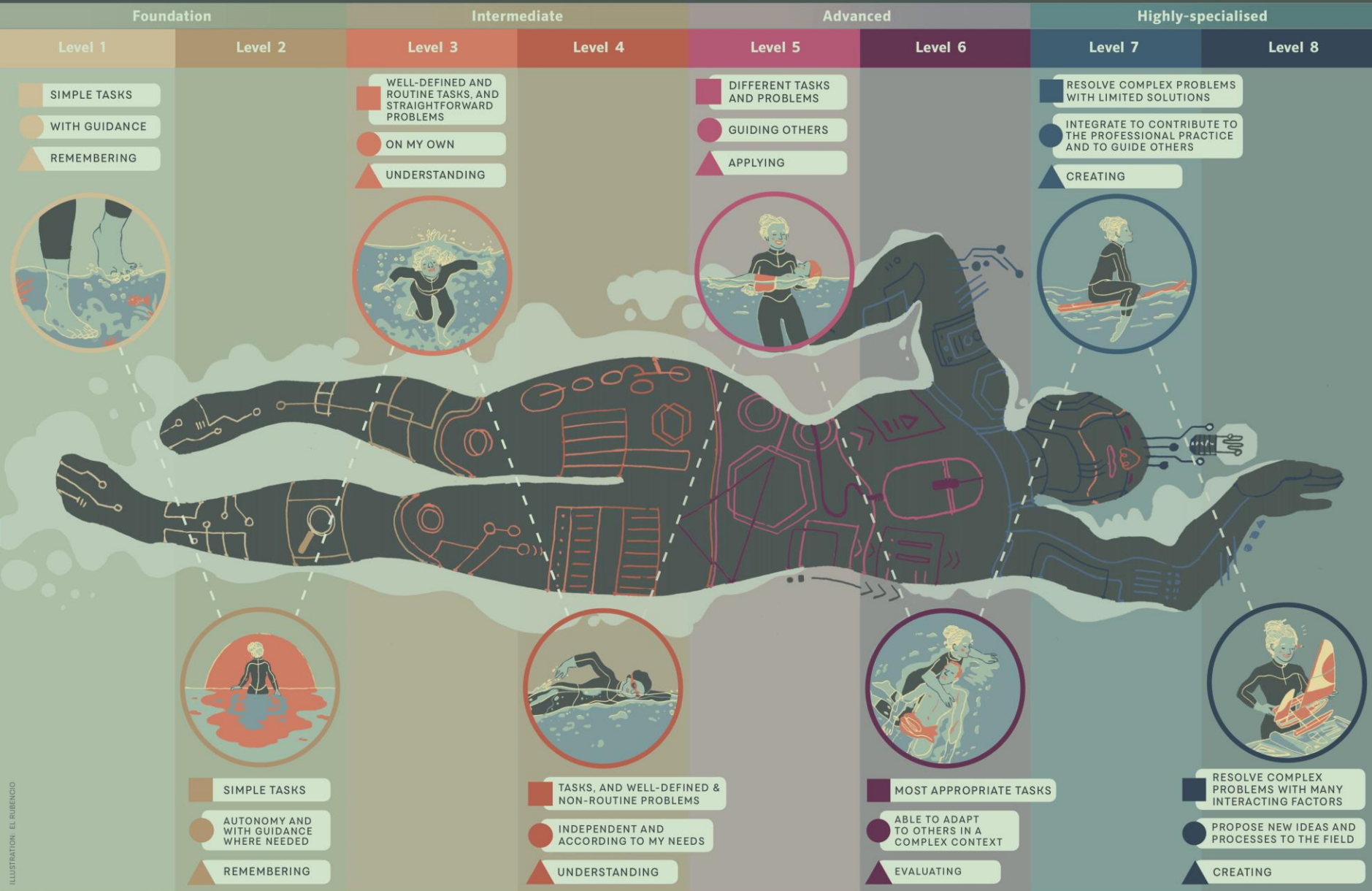


ILLUSTRATION: EL RUBIENCIDO

DigComp 2.1

The DigComp Conceptual Reference Model that includes competences:

Information (1.1 Browsing, searching and filtering information, 1.2 Evaluating Information, 1.3 Storing and retrieving information)

Communication (2.1 Interacting through technologies, 2.2 Sharing information and content, 2.3 Engaging in online citizenship, 2.4 Collaborating through digital channels, 2.5 Netiquette, 2.6 Managing digital identity)

Content creation (3.1 Developing content, 3.2 Integrating and re-elaborating, 3.3 Copyright and Licences, 3.4 Programming)

Safety (4.1 Protecting devices, 4.2 Protecting personal data, 4.3 Protecting health, 4.4 Protecting the environment)

Problem solving (5.1 Solving technical problems, 5.2 Identifying needs and technological responses, 5.3 Innovating and creatively using technology, 5.4 Identifying digital competence gaps).

Europass CV

<https://europass.cedefop.europa.eu/editors/en/cv/compose>

Curriculum vitae ✓

European skills passport

Language passport

Cover letter

Prepare your interview

Five principles for a good CV

Options

- All fields are optional. Empty fields will not be included in the final document.

PERSONAL INFORMATION + Fill in

TYPE OF APPLICATION + Fill in

WORK EXPERIENCE

+ Fill in

EDUCATION AND TRAINING

+ Fill in

PERSONAL SKILLS

Mother tongue(s) + Fill in

Foreign language(s) + Fill in

Communication skills + Fill in

Organisational / managerial skills + Fill in

Job-related skills + Fill in

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Basic user	Independent user	Independent user

Digital Competence survey

<https://digital-competence.eu/survey/>

The screenshot displays the Digital Competence Survey interface. On the left, there is a dark sidebar with a colorful circular logo at the top, followed by the word "MENU" and a "SURVEY" button with a star icon. The main content area is dark blue and shows two survey questions. The first question, labeled "2 / 54", is titled "DATA FORMATTING" and asks the user to select the most appropriate format for storing data. It includes a description: "Saving an image as jpg, png, raw, gif or another appropriate format." Below the description is a five-star rating system, with all five stars filled, and a green button labeled "TO THE FULL EXTENT". The second question, labeled "3 / 54", is titled "SEARCH ENGINES" and asks the user to understand how search engines operate, classify, and display information. It includes a description: "Knowing how search robots crawl and index the internet and how search results are delivered back to the user." Below the description is a five-star rating system, with all five stars empty, and a grey button labeled "CHOOSE".

Digital Competence survey

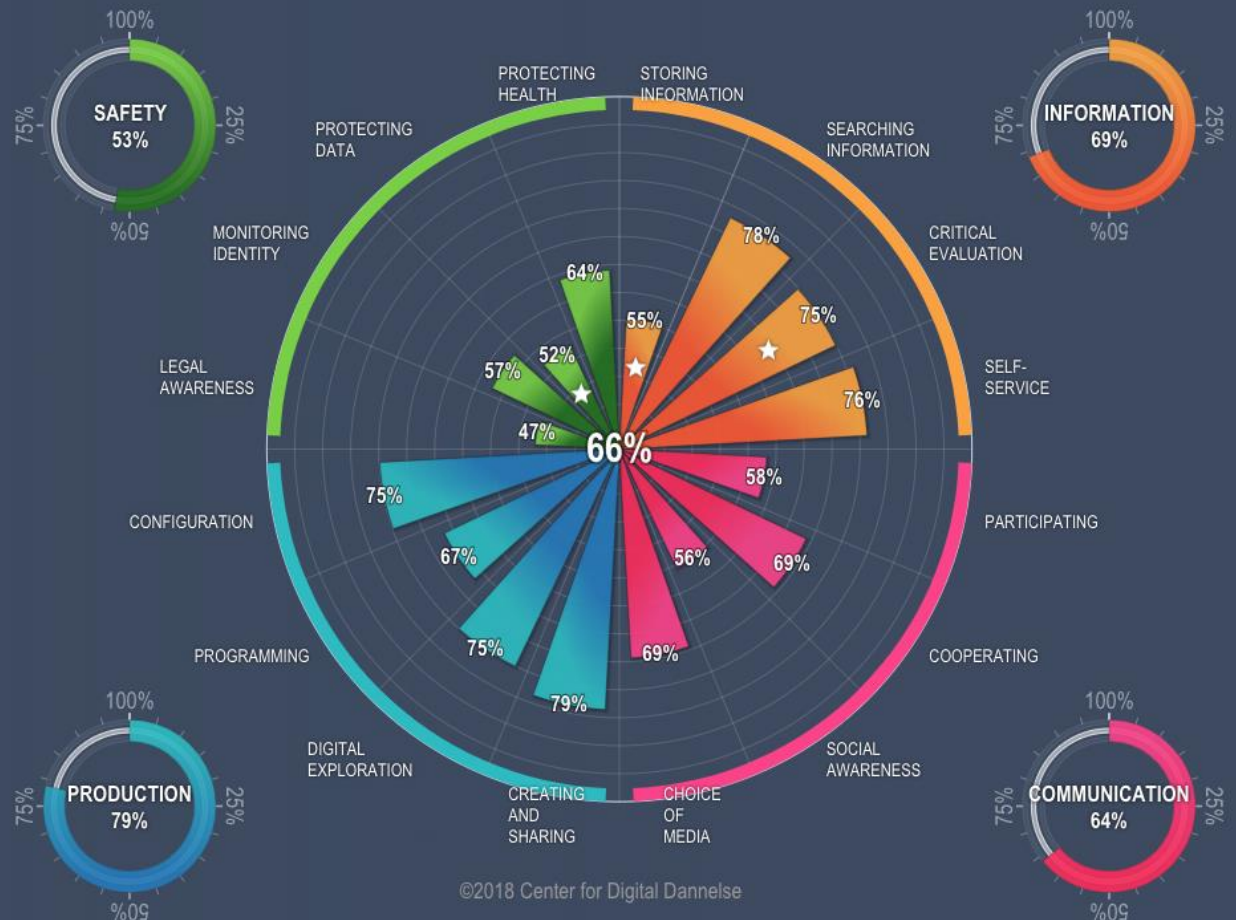
The Digital Competency Wheel is a polar diagram that visually illustrates the strength of 16 different digital competencies.

Each column represents a competency with a possible score between 0 and 100%. The higher the score the stronger is the competence. The center of the wheel shows your overall digital competence score.

The purpose of the Digital Competency Wheel is to support the development of digital competencies. The Digital Competency Wheel helps to structure and provide an overview of what digital skills are available and need to be better.

THE DIGITAL COMPETENCY WHEEL

Tip: Click/tap on the chart for more details about the competence



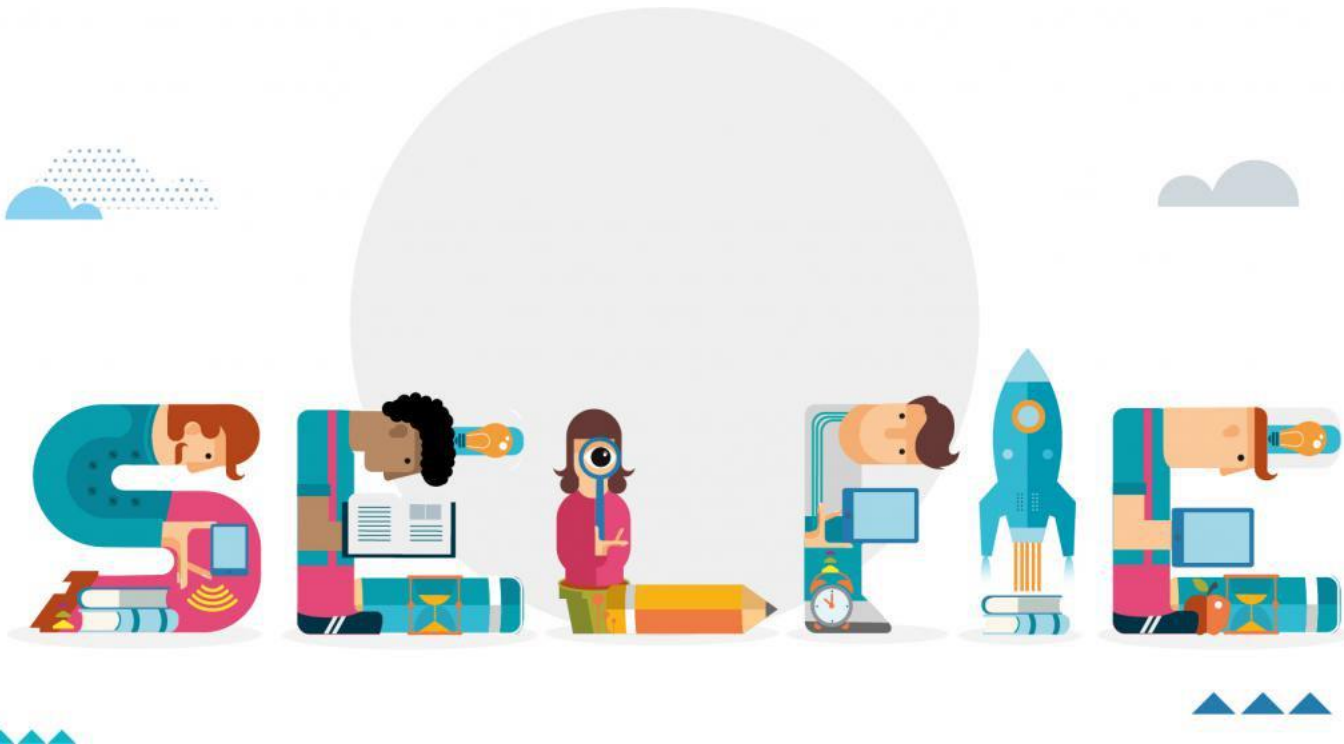
DigComp and EntreComp, European Key Competence Frameworks

Developing digital competence for employability: Engaging and supporting stakeholders with the use of DigComp, December 2019

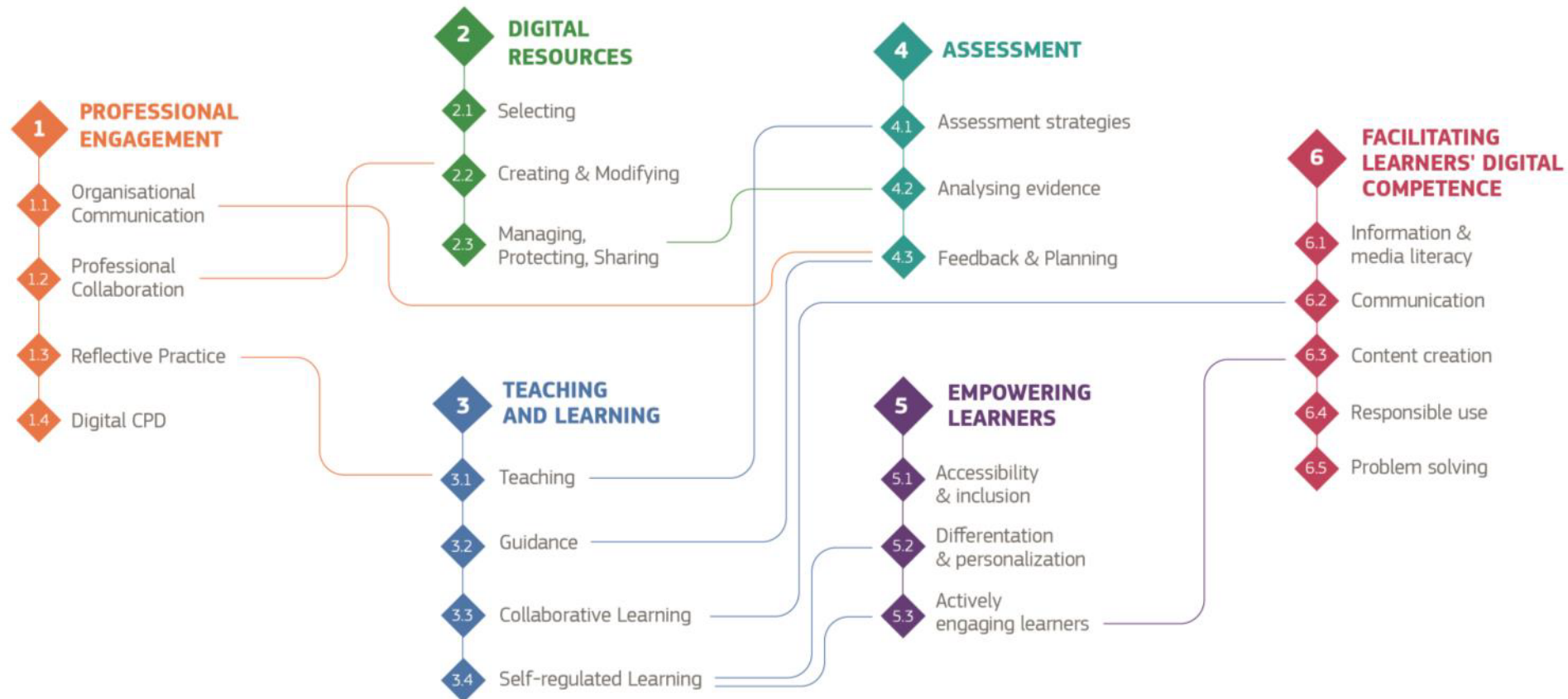
<https://ec.europa.eu/jrc/en/publication/developing-digital-competence-employability-engaging-and-supporting-stakeholders-use-digcomp>

SELFIE Discover the digital potential of your school

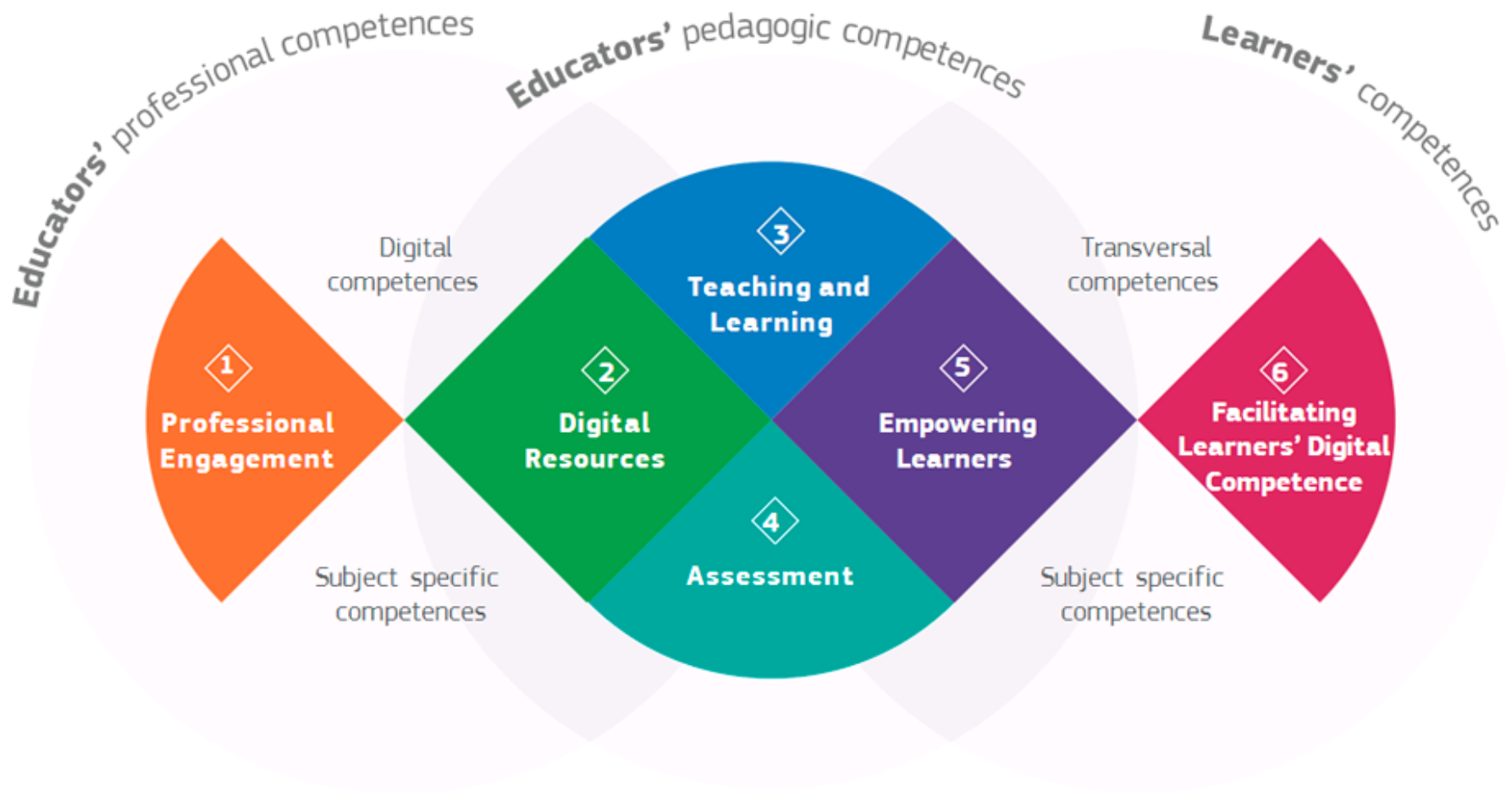
- <https://ec.europa.eu/education/schools-go-digital>



Digital Competence Framework for Educators (DigCompEdu) <https://ec.europa.eu/jrc/en/digcompedu>



Digital Competence Framework for Educators (DigCompEdu) <https://ec.europa.eu/jrc/en/digcompedu>



Digital Competences Development System - DCDS

Online [self-assessment of digital skills](http://www.dcds-project.eu/)

<http://www.dcds-project.eu/>

<https://digitalcompetences.eu/>



Dashboard ► Preferences



CRISS H2020

ACQUISITION, ASSESSMENT AND CERTIFICATION OF STUDENTS' DIGITAL COMPETENCE IN PRIMARY AND SECONDARY SCHOOLS

<https://www.crissh2020.eu/>

The screenshot displays the CRISS H2020 web application interface. At the top, there is a navigation bar with a hamburger menu, a red circular icon with a white 'X', the text 'CRISS' next to a target icon, a yellow calendar icon labeled 'PLANNING TOOL', the language 'EN' with a dropdown arrow, a bell icon, and a user profile picture.

The main content area is divided into five columns, each representing a functional category:

- Eportfolio:** Includes 'My Eportfolio', 'Learning analytics', and 'ITS Tutoring system'.
- Students follow up:** Includes 'Gallery', 'Assessments results', and 'Eportfolios'.
- Planning & Tasks:** Includes 'Planning', 'Taks', and 'Evaluation tools'.
- Production tools:** Includes 'Create Evidence / Story', 'Create Portability', and 'ICT tools set'.
- Social:** Includes 'Public Gallery', 'My Center's eportfolios', and 'Social Network'.

DigiEduHack

<https://digieduhack.com/en/>

130 innovative solutions, co-created in local DigiEduHack events in 21 countries, 10 finalists were selected out from 33 winning local solutions. More than 4200 people all over the globe voted for their favorite solution. The winning teams are coming from Italy, Spain and Mexico.

Next - in November 2020.



DigiEduHack

<https://digieduhack.com/en/>

2019:

How we can introduce digital elements in schools in the rural area – Gornesti, Targu Mures

Equip pupils with the skills they need to succeed in the 21st Century

Go-Ahead, Bucuresti



Digitaliada <https://www.digitaliada.ro/>

- un program național de susținere a educației digitale la clasele gimnaziale
- Programul are două componente: platforma Digitaliada.ro - un hub de resurse educaționale digitale și Digitaliada în școli gimnaziale din sate, Fundația Orange
- 25 tutoriale video pentru predarea Matematicii cu instrumente digitale
- 491 teste în format digital și evaluări semestriale digitale dezvoltate în Kahoot, Quizziz și Socrative
- 123 probleme de mate cu aplicația GeoGebra
- 101 proiecte didactice pentru Matematică și TIC

Digitaliada <https://www.digitaliada.ro/>



Evaluări semestriale, matematică, clasa a V-a, semestrul al II-lea

MATEMATICĂ, V MEDIU

CONSOLIDAREA CUNOȘTIINTELOR, EVALUARE



Echipa Digitaliada vă propune o serie de evaluări semestriale în format digital pentru matematică, clasa a V-a, semestrul al II-lea. Evaluările digitale sunt dezvoltate în Kahoot, Quizziz și Socrative.

Mai mult

Echipa Digitaliada

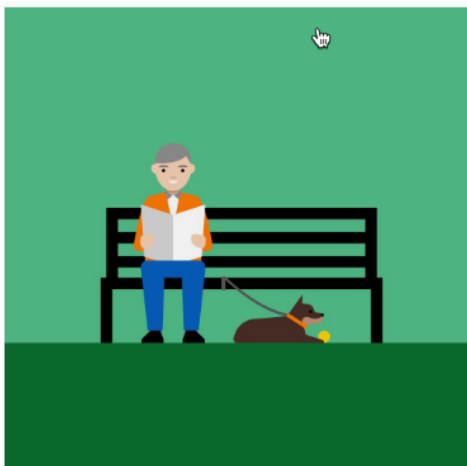
Probleme GeoGebra clasa a VI-a semestrul al II-lea

MATEMATICĂ, VI MEDIU

PREDARE, CONSOLIDAREA CUNOȘTIINTELOR



Pentru anul școlar 2019-2020, echipa #Digitaliada recomandă 123 de probleme de matematică pentru ciclul gimnazial, demonstrate cu ajutorul aplicației GeoGebra, grupate în culegeri pe ani și semestre de studiu.



Teste in format digital, Chimie, clasa a VII-a

CHIMIE, VII MEDIU

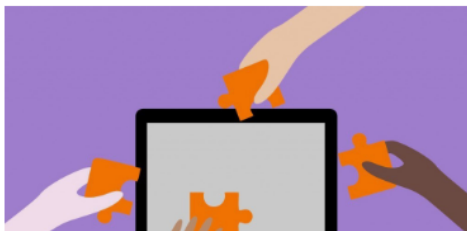
CONSOLIDAREA CUNOȘTIINTELOR, EVALUARE



Echipa Digitaliada vă propune o serie de teste în format digital pentru dezvoltarea și evaluarea competențelor elevilor la orele de chimie, pentru clasa a VII-a. Testele digitale sunt dezvoltate în Kahoot, Quizziz și Socrative.

Mai mult

Echipa Digitaliada



Teste in format digital, învățământ primar, clasa a III-a

III MEDIU

CONSOLIDAREA CUNOȘTIINTELOR, EVALUARE



Echipa Digitaliada vă propune o serie de teste în format digital pentru dezvoltarea și evaluarea competențelor elevilor la orele din învățământul primar, clasa a III-a. Testele digitale sunt dezvoltate în Kahoot, Quizziz și Socrative.

Mai mult

Echipa Digitaliada



Evaluări semestriale, matematică, clasa a VIII-a, semestrul I

MATEMATICĂ, VIII MEDIU

CONSOLIDAREA CUNOȘTIINTELOR, EVALUARE



Echipa Digitaliada vă propune o serie de evaluări semestriale în format digital pentru matematică, clasa a VIII-a, semestrul I. Evaluările digitale sunt dezvoltate în Quizziz și Socrative.

Editare conținut pagină

Lectia 1: Educatie Deschisa si Student Deschis

Preview Editare Rapoarte Notare Eseuri

Educatie Deschisa si Student Deschis

Workshop: Opening Up Education, 11 martie 2016
Prezentare: Educatie Deschisa si Student Deschis
Speaker: Diana Andone

OEW_2016_Diana Andone from Centrul Multimedia PRO


Social presence
Virtual Study Room
Chats
Video quiz
Code plagiarism check
Social media connection

Open Education courses / guide

MENIU LECȚIE
Educatie Deschisa si Student Deschis
OPEN EDUCATION WEEK 2016
Tutors: Vlad MIHAESCU
Diana ANDONE
Silviu VERT
Institution: Politehnica University Timisoara

University Virtual Campus – cv.upt.ro

CeL | UPT Română (ro) Andone Diana

 **Campus Virtual^{UPT}**

[Pagina mea](#) [Cursurile mele](#) [UPT](#) [CeL](#) [Meniul meu](#) [Administrează cursuri](#)

Moodle
Mobile app

Cursuri > Invatamant la Distanta

Meniul Meu

- Profil
- Blogul meu
- Calendar
- Fisierele mele

Navigare

Calendar

February 2017

Lu	Ma	Mi	Jo	Vi	Sâ	Du
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28					

Categorii de cursuri:

Invatamant la Distanta

Caută cursuri

Execută

IA - Informatica

TST - Tehnologii si Sisteme de Telecomun.

CRP - Comunicare si Relatii Publice

TCM - Tehnologia Constructiilor de Masini

cid_administrativ Curs Administrativ ID+IFR

Tutor: Diana Andone
Tutor: Tutor User

abs2013 Absolvire 2013

abs2012 Absolvire 2012

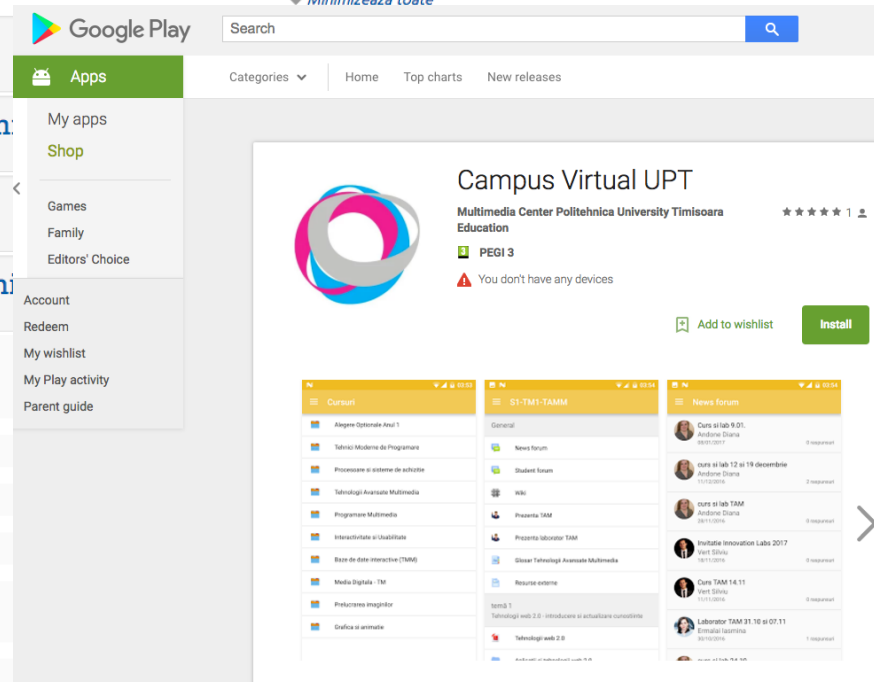
abs2011 Absolvire 2011

soc_cid Noutati ID-IFR

Tutor: Diana Andone

tut_stud Curs tutorial pentru studenți

Tutor: Diana Andone





Today students will learn independent and digital all their life

21st century 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?

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



DIGITAL
culture

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

Co-funded by the
European Union

www.digiculture.eu

Partners:

- up **Università Politecnica** Timisoara
- ROMA TRE** UNIVERSITÀ DEGLI STUDI
- DCU** DUBLIN CITY UNIVERSITY
- 21** UNIVERSITÀ DEL SALENTO
- FALEGNANO UNIVERSITY** FALSAKA
- UNI** ORAZI
- JME ASSOCIATES** E-LEARNING DESIGN
- MAC** NATIONAL ASSOCIATION OF DISTANCE EDUCATION



Partners

- UPT POLITEHNICA UNIVERSITY OF TIMISOARA Romania
- UNIROMA3 UNIVERSITA DEGLI STUDI ROMA TRE, Italy
- AAU AALBORG UNIVERSITET, Denmark
- UNI GRAZ UNIVERSITAET GRAZ, Austria
- DCU DUBLIN CITY UNIVERSITY, Ireland
- TM2021 Asociația Timisoara Capitala Culturala Europeana, Romania
- JME Associates Ltd, UK
- NADE NATIONAL ASSOCIATION OF DISTANCE EDUCATION, Lithuania



Partners:



Universitatea
Politehnica
Timișoara



2021



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)



DigiCulture Course – online/ blended learning, free course



Course categories: DigiCulture / DigiCulture Courses - English

Search courses Go

- NAVIGATION**
- Home
 - Courses
 - Diverse
 - Cursuri cerute
 - DigiCulture
 - DigiCulture Courses - English
 - IWWIDW_EN
 - DCoPub_EN
 - DPOL_EN
 - DCDLM_EN
 - DSSE_EN
 - DS_EN
 - DADA_EN
 - SMC_EN
 - AVR_EN
 - MANUE_EN
 - DMC_EN
 - DigiCulture Courses - Romanian
 - DigiCulture Courses - Italian
 - DigiCulture Courses - Danish
 - DigiCulture Courses - German
 - DigiCulture Courses - Lithuanian



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Partners:



2021



DigiCulture OPEN BADGES

Digital Skills e-assessment tool

Open Badges for Digital Skills

under the Creative Commons License



earn



upload



share



www.digiculture.eu



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

OERs

Best practices

Culture – technology examples

Digital artists

examples, study cases

Creative creators

Students - Young artists - Freelancers



Students OER creators



Students will create an OER based on a specific topic (2 students in a team)



Understand, research, analyse for a dedicated topic



Use multimedia creator tools



Understand Open education principles, Creative Commons Licences



Peer evaluation - Validated by their colleagues



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

Making the most out of Spotify

Students: Radu Stamatoiu, Bogdan Lunculescu
Teachers: Diana Andone, Silviu Vert
Politehnica University of Timisoara

How to use Archive.org

Students: Denisa-Ionela Berbecel, Maria-Ramona Badea
Teachers: Diana Andone, Silviu Vert
Politehnica University of Timisoara

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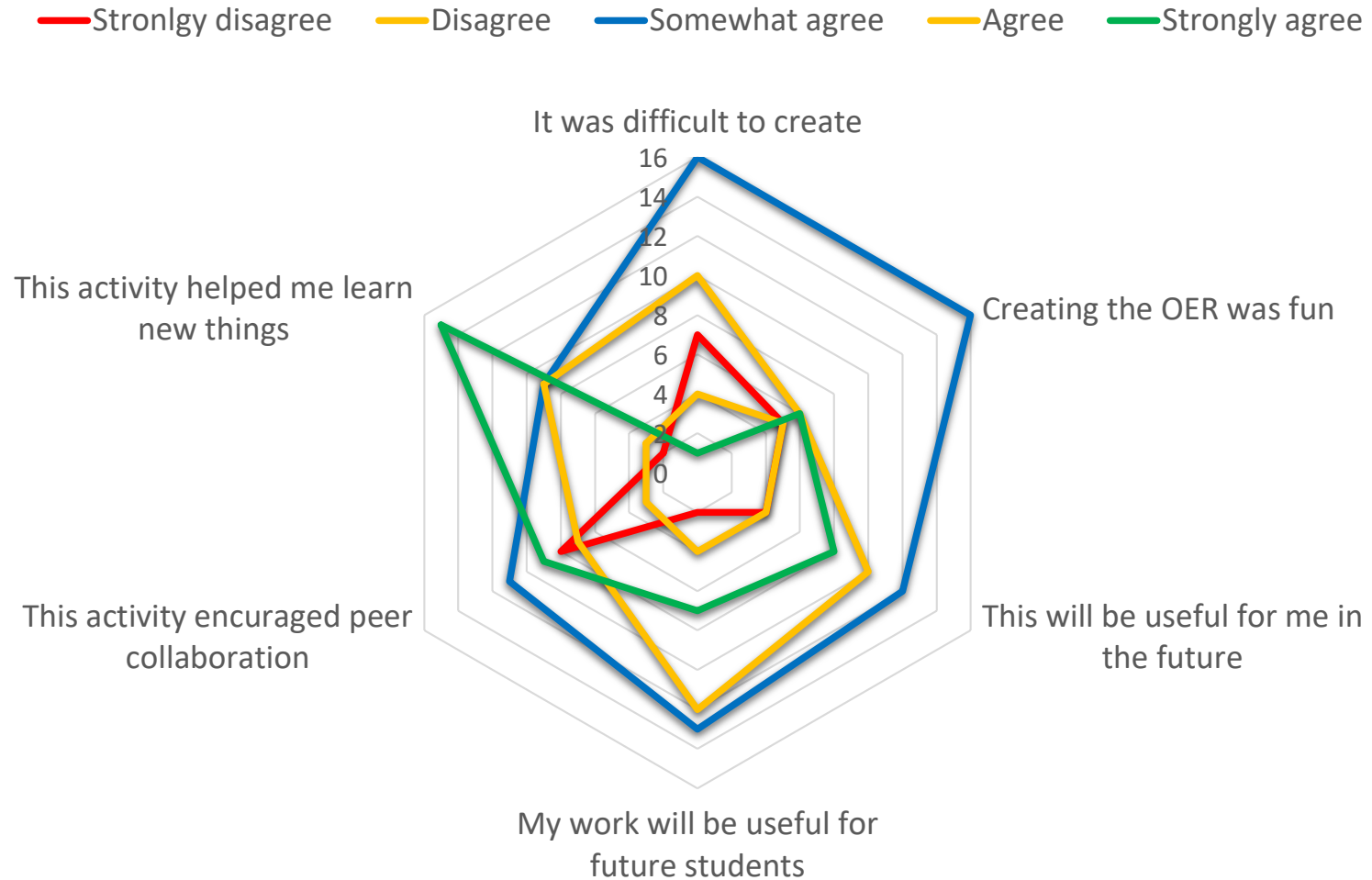
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Students OER creators

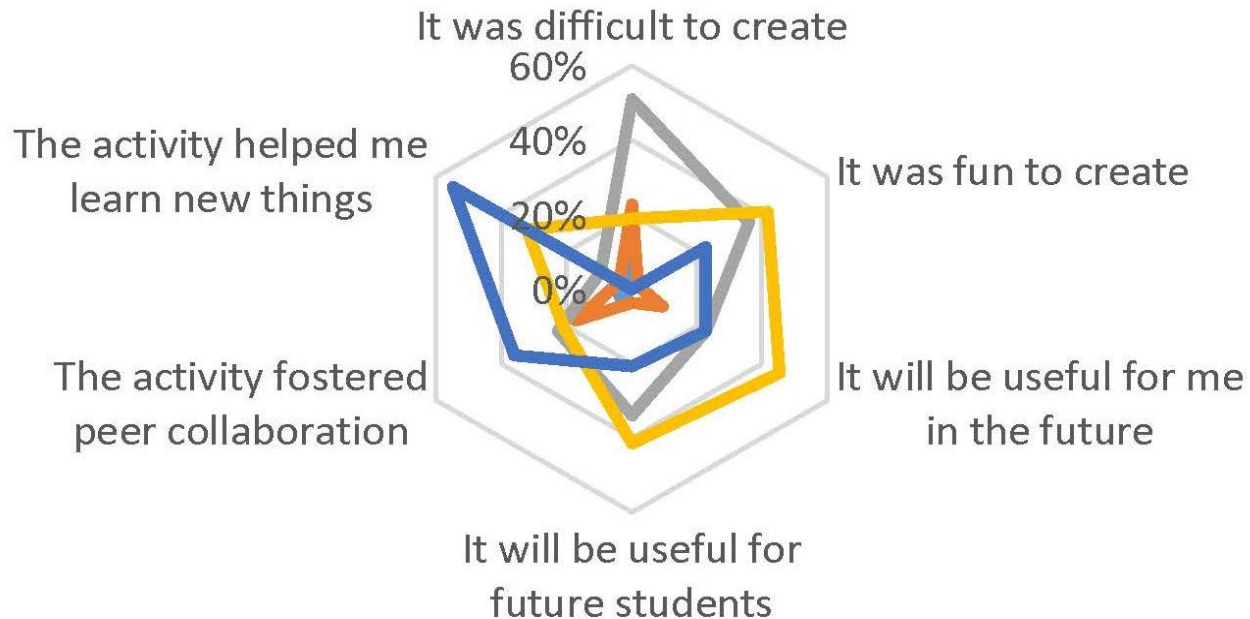
Creating an OER

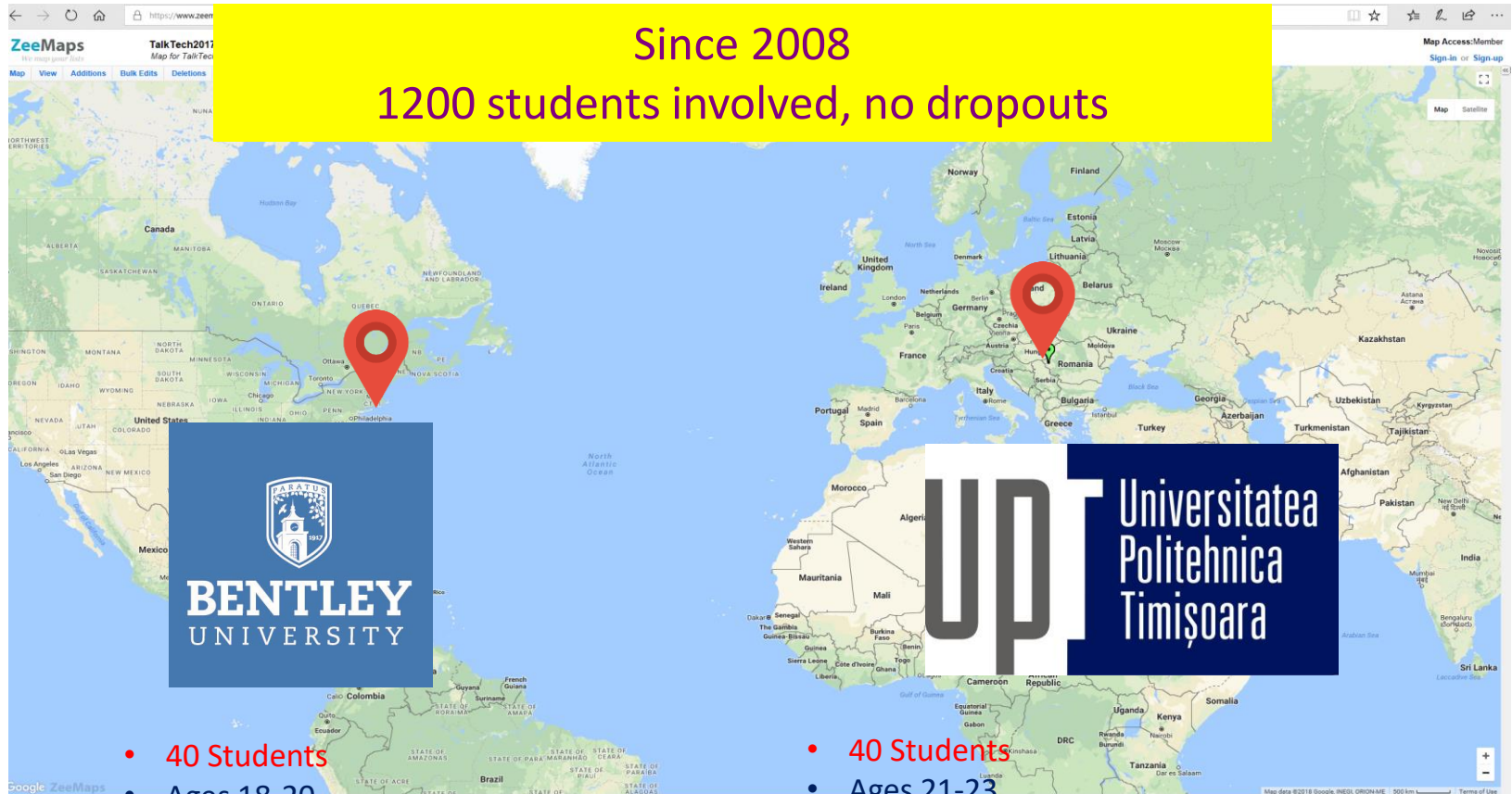


Students OER creators

Rate the following related statements of the creation of the OERs

1 2 3 4 5





- 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

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



TalkTech 2008-2019 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



Today students will learn independent and digital all their life

21st century 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?



Spotlight Heritage Timisoara

a digital cultural initiative of the **Politehnica University of Timișoara** in partnership with the **National Museum of Banat** and with the **Timișoara Association 2021 European Capital of Culture**

www.spotlight-timisoara.eu



Spotlight Heritage Timisoara

a digital story

a website

a mobile application with
augmented reality,

A museographic exhibition at the
headquarters of the National
Museum of Banat

A street exhibition in public places
in the neighbourhoods

Young people`s active engagement
in reclaiming their cultural heritage

www.spotlight-timisoara.eu





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PHD SYMPOSIUM

LOCATION

CONTACT



https://www.eden-online.org/2020_timisoara/

EDEN 2020 Annual Conference

Human and artificial intelligence for the society of the future
Inspiring digital education for the next STE(A)M student generation

21-24 June 2020
Politehnica University of Timisoara, Romania

PhD Symposium Timisoara 2020

Submission deadline for contributions: **30 March 2020**



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2011

EDEN

VicePresident

IEEE Romania

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member

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#OEWeek20