ICT-INOV: Modernizing ICT Education for Harvesting Innovation

2nd consortium meeting

Hosted on-line on November 1-3, 2021

Meeting minutes

Participants

Hariklia Tsalapatas, University of Thessaly

Olivier Heidmann, University of Thessaly

Konstantina Vlachoutsou, University of Thessaly

Christina Taka, University of Thessaly

Konstantinos Katsimendes, University of Thessaly

Sotiris Evangelou, University of Thessaly

Carlos Vaz de Carvalho, Porto Polytechnic

Peadar Callaghan, Tallinn University

Michela Tramonti, EU-Track

Raja Jamilah Binti Raja Yusof, University of Malaya

Aishah Abu Bakar, University of Malaya

Hazleen Binti Aris, Universiti Tenaga Nasional

Husni Bte. Mohd Radzi, Universiti Tenaga Nasional

Kamran Khowaja, ISRA University

Irum Inayat, National University of Future and Emerging Sciences
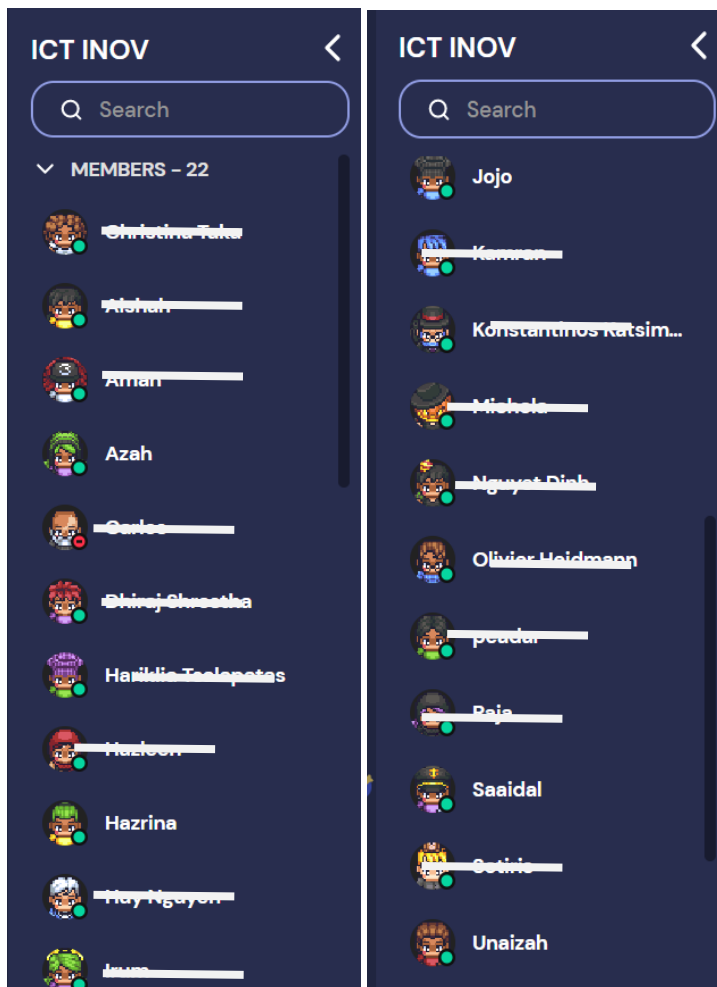
Nguyet Dinh Thi Minh, Hanoi University

Nguyen Xuan Thang, Hanoi University

Nguyen Ngoc Truong Huy, John Von Neumann Institute

Dhiraj Shrestha, Kathmandu University

Aman Shakya, Tribhuvan University

Monday, November 1, 2021

The second ICT-INOV meeting was hosted online on MS-Teams due to Covid-19 restrictions. Partners met through the on-line address:

https://teams.microsoft.com/l/meetup-join/19%3a7a728037f0284f56a9b83202fc201fb5%40thread.tacv2/1634898792513?context=%7b%22Tid%22%3a%223180bf70-17cc-44f6-90a4-5c9476625295%22%2c%22Oid%22%3a%222fe3d6b2-6f3c-4a4e-8901-00030ad67f32%22%7d

The project coordinator Hariklia Tsalapatas provided a project overview and presented the meeting agenda for the following days.

The aim of the project is to modernize and internationalize ICT higher education through a combination of design thinking and gamification for promoting innovation skills and entrepreneurial thinking. Design thinking is a highly user-centered approach through which design teams can identify real, as opposed to perceived needs, empathize with the users in order to understand their

experiences from using a particular solution, accurately define the problem statement, ideate (brainstorm) towards generating a rich pool of ideas towards potential solutions, prototype, and evaluate through user engagement. Gamification refers to the use of game elements in non-game settings, including education, crisis management, corporate training, and more. Gamification elements motivate students and encourage long-term engagement with the learning processes, especially if they are well linked to educational goals.

Partner presentations on state of the art and institutional strategies

A selection of partners delivered quick presentations of their organization's work towards the development of O1. State of the Art analysis and O2.2 Institutional Strategies. Partner presentations are available on the OneDrive® shared workspace of the project consortium. The following individuals delivered presentations.

Cristina Taka, University of Thessaly

Carlos Vaz de Carvalho, Porto Polytechnic

Raja Jamillah, University of Malaya

Hazleen Aris, UNITEN

Design thinking workshop

The partners were divided into 3 groups to participate in a workshop session aimed at understanding the basic concepts of design thinking, as well as understanding some of the practical tools used in design thinking.

Team A – Hariklia, Hazleen, Michela, Irum, Carlos.

Team A work is available in the OneDrive® at:

https://onedrive.live.com/edit.aspx?cid=3ccdd4556c791506&page=view&resid=3CCDD4556C791506!1088&parId=3CCDD4556C791506!1083&app=Word

Team B - Olivier, Christina, Raja, Triinu, Nguyet, Tri, Kamran.

Team B work is available in the OneDrive® at:

https://onedrive.live.com/edit.aspx?cid=3ccdd4556c791506&page=view&resid=3CCDD4556C791506!1094&parId=3CCDD4556C791506!1090&app=Word

Team C - Costas, Sotiris, Dhiraj, Manish, Huy, Alden.

Team C work is available in the OneDrive® at:

https://onedrive.live.com/edit.aspx?cid=3ccdd4556c791506&page=view&resid=3CCDD4556C791506!1098&parId=3CCDD4556C791506!1096&app=Word

The participants were introduced to the topic of the workshop, which was to be worked on over the following 3 days. The topic was «Bringing internet to the world». The topic was selected because it is characteristic for Computer Science and Engineering and as such a good example to get exposed to design thinking principles. In addition, participants may use this topic in the future in their classes or modify it to address specific needs.

Partners also received a demo of the current implementation of the ICT-INOV digital platform that supports innovation through design thinking. The platform is available at http://ictinov-e.ce.uth.gr. The participants experienced the platform from the point of view of a student, in order to become aware of what students will see when they use it. The activity had already been created on the platform as a means of demonstrating to participants how the digital service may be used as a complementary learning tool.

Tuesday, November 2, 2021

Design thinking workshop
On the 2nd day of the meeting, the partners were divided into 3 groups to participate in a workshop session aimed at understanding the basic concepts of design thinking, as well as understanding some of the practical tools used in design thinking. ICT-INOV partners used a different tool for the meeting, called "Gather", that helped to collaborate better as a whole group in breakout rooms.

https://gather.town/invite?token=xTfI7jR6msBRO0A6VeBg0brdYZUd99Qh

Team A – Hariklia, Hazleen, Michela, Irum, Carlos.

Team B - Olivier, Christina, Raja, Triinu, Nguyet, Tri, Kamran.

Team C - Costas, Sotiris, Dhiraj, Manish, Huy, Alden.

Participants continued work on the overarching topic of "Bringing internet to the world". About 50% of the world does not have access to internet. Partners had to think of ways to bring internet to everyone, think about how individuals will be using the internet, for example for communication, education, crisis management, etc.

The workshop included 4 activities:

- At first, partners created a student account https://ictinov.e-ce.uth.gr/#/register and entered the class that was created for the second consortium meeting.
- Team building: Participants had to decide on their team's name, design a team logo and share with each other the story of how they got their name. Partners had to understand the unconnected
- Empathize: Participants were asked to find relevant ideas/text/images that describe the problem. In addition, they were asked to introduce associations between the topic and people, the topic and places, the topic and feelings. These constitute the problem discovery phase of the activities

- Define: Participants were asked to describe in one sentence "We design something ... for whom ... how ... why"
- Ideate: Participants were encouraged to introduce ideas that are reasonable, innovative or even extreme
- Prototype: Participants were asked to design a solution and present it in a poster

Throughout the process, a number of working sheets were introduced that participants may use in their courses while working on design thinking with their students. They include

- Team-building exercises
- A team canvas, for documenting team values and working rules
- A sheet for organizing interviews
- A sheet for document interview results with each interviewee
- A «user persona» sheet for documenting the results of discovery in terms of user needs
- A poster for describing the final solution

All worksheets are available for partners to use in the project OneDrive® account.

Wednesday, November 3, 2021

Design thinking workshop
On the 3rd day of the meeting, Olivier Heidmann from University of Thessaly presented the platform from teacher's side. The partners were divided into the same three groups and now they had to create a teacher account (using the special teacher code **ICT1NOVTE4CHER**).

Work packages
Project coordinator Hariklia Tsalapatas and Triinu Jesmin from Tallinn University presented the **WP1: Participation**, which aims to establish the current situation nationally, regionally, and at the institutional level on using design thinking and gamification for building innovation skills. The O1. State of the Art report is almost ready (available in OneDrive®). Final editing work is being completed.

Hariklia Tsalapatas and Michela Tramonti from EU-TRACK presented the **WP2: Methodological Design**, which focuses on designing the ICT-INOV design thinking and gamification framework for building innovation skills. The O2. Institutional Strategies report is under development, with a first draft expected on November 26, 2021.

Financials
Finally, partners discussed the financial and administrative management rules. The related presentation is available at:

https://onedrive.live.com/edit.aspx?cid=3ccdd4556c791506&page=view&resid=3CCDD4556C791506!275&parId=3CCDD4556C791506!224&app=PowerPoint

Before the meeting partners had the opportunity to review videos prepared by EACEA on financial management. The videos were made available to all project coordinators before the coordinator's meeting that took place virtually on the last week of January. The links were provided to the partners before the meeting, allowing them to review content and be prepared for questions.

The following were discussed:

The ICT-INOV projects runs from 15/1/2021 to 14/1/2024. Partners should make sure that all expenses are incurred within this period. Please also make sure that your expenses are **identifiable, verifiable and recorded in the accounting system.**

The project expenses are divided into unit costs and actual costs. Unit costs refer to staff, travel, and subsistence costs. They are reimbursed based on units with supporting proof that the activity took place.

Supporting documents for staff costs include:

- Timesheets
- Joint declaration forms
- Proof of contractual relationship
- Proof of the engagement of the individual in project intellectual output implementation

Supporting documents for travel and subsistence costs include:

- Travel report form
- Signed attendance list, meeting agenda, meeting minutes
- Boarding passes, invoices, tickets

The calculation of the travel reimbursement takes place using the Distance Calculator. The subsistence reimbursement is based on the number of days of the travel.

Actual costs refer in this project to equipment costs. They are reimbursed based on actual expenditure. Supporting documents for equipment costs include:

- Three offers
- Invoice
- Proof of payment, in the form of a bank transfer

All expenses should be incurred by the partners and not other organizations, such as foundations.

Next meeting

The next virtual meeting will be held on the 2nd of December 2021.

The first face-to-face training event is discussed to take place in Porto at 31 January – 4 February 2022.