



1st Newsletter

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



About ICT-INOV

ICT-INOV aims to enrich the potential of ICT higher education in Asia and Europe to harvest the innovation potential of students empowering them to bring ideas into action. ICT-INOV deploys gamified design thinking approaches for building a highly skilled ICT workforce with specialized knowledge that can support the high demand for digital services towards enriching quality of life. ICT-INOV develops a holistic learning intervention that builds physical and digital infrastructures, innovative digital content, and instructor capacity to deploy emerging digitally-enabled learning design.

The project is funded by the Capacity Building in Higher Education Erasmus+ program and is implemented in Greece, Malaysia, Vietnam, Pakistan, Nepal, Portugal, Italy, and Estonia.



ICT-INOV produces:

- A gamified, design thinking-based learning framework that fosters innovation.
- A digital learning platform that fosters collaboration in design thinking contexts and promotes engagement through gamification.
- Digital learning activities that encourage students to think creatively through design thinking approaches.
- Instructor training and community building events for promoting adoption of the proposed learning intervention.

Gamified Design Thinking

Design thinking is an approach to design that aims to introduce solutions that address real, as opposed to perceived, needs.

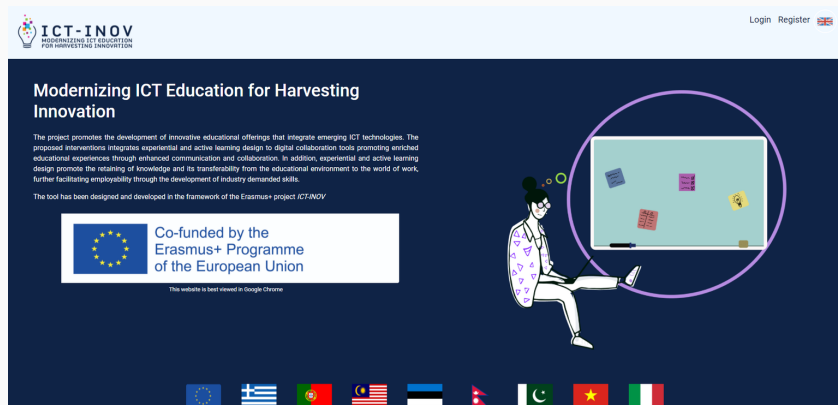
It aims to solve difficult problems, to which no solution may appear to exist at first glance.

Design thinking is a highly user-centered approach. Contrary to traditional user-centered design approaches, which often rely on traditional means such as questionnaires for documenting user needs, design thinking aims to highlight user needs, experiences from using a solution, and feelings.

Design thinking goes about this goal through a process of empathy, through which designers observe and understand the user, problem definition, where designers use the input from users and their own experience to accurately define the problem at hand, ideation, where designers introduce a rich pool of ideas that range from conventional to out-of-the-box, prototyping, and evaluation.

Digital Services

ICT-INOV develops a digital learning platform and a wealth of educational activities that encourage collaboration for innovation through design thinking and promote engagement through gamification.



Instructor training events and community building

ICT-INOV organizes instructor training and community building events for developing the capacity of instructors and organizations to deploy design thinking and gamification for innovation.



ICT-INOV labs

ICT-INOV builds computer laboratories at 8 universities in:

- Malaysia
- Nepal
- Pakistan and
- Vietnam



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<http://ictinov-project.eu>



CBHE Project Ict-Inov

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