



2nd Newsletter

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Kick-off meeting and 1st instructor training event, 24-26/2/2021

The project kick-off meeting took place on February 24-26, 2021.

The meeting, which took place over 3 days accommodating all the time zones represented in the consortium, which span 8 hours, focused on the project objectives and activities, kick-starting the implementation of the work packages, such as the documentation of the current situation on building innovation skills in ICT education and the development of institutional strategies for the wide deployment of the methodology.



The 1st instructor training event took place on February 25, 2021 in the context of the project kick-off meeting. During the event, which lasted for 3 hours, participants had the opportunity to be exposed for the first time to the concept of design thinking. The event focused on how design thinking is a user centered approach that helps develop solutions to difficult challenges by taking into account the experience of users from their exposure to a proposed solution. Participants had the opportunity to take part in practical activities that high-lighted practical approaches for applying in real-life the design thinking concepts of empathy, problem-statement definition, ideation, prototyping, and evaluation.

WP1 Analysis of Current Practices on Fostering Innovation in ICT Education

The first Intellectual Output of ICT-INOV project - the state of the art report (D1.1) - is now complete. This report details the state of use of innovation techniques in information and communication technology (ICT) studies use of innovation in 7 different countries, 3 of which are in Asia while the rest are located within the European Union. The Asian countries are Vietnam, Nepal, Pakistan and Malaysia. The European countries are Portugal, Greece, Italy and Estonia. The analysis demonstrates that the importance of ICT education for the continued growth and economic prosperity is recognized in all countries in which review took place, with every country taking steps to fund programs designed to improve ICT training.

WP2 Institutional strategies on building innovation skills in ICT education

The second Intellectual Output of ICT-INOV project - the Methodological learning framework report (D2.1) - is now complete.

This report described how to introduce the project learning methodologies into the classroom, such as experiential learning, gamification techniques, and design-thinking approach. In addition, it provides the institutional strategy to be implemented by each partner to exploit the ICT-INOV learning intervention for maximising learning results taking into account institutional needs. The last part of the document is dedicated to explaining the institutional strategy adequately designed and developed by each partner on building innovation skills in ICT inside their organisations through a learning environment that combines design thinking and gamification elements.



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