

## Infrastructure

ICT-INOV builds innovation laboratories

at 8 universities

in Malaysia, Nepal, Pakistan, and Vietnam.

## 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.

## Objectives

ICT-INOV fosters innovation

in Computer Science and Engineering education

through gamified design thinking approaches.



# ICT-INOV

MODERNIZING ICT EDUCATION FOR HARVESTING INNOVATION

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



## Instructor training and community building

ICT-INOV organizes instructor training and community building events

for developing the capacity of educators and organizations

to foster innovation skills among students.



## Partners



National University  
of computer and emerging sciences



JVNI Institute

P.PORTO



National Energy Univers



eu-track



## Design thinking

A user centered approach that helps introduce solutions to real, as opposed to perceived, needs through:

- Discovery
- Problem redefinition
- Ideation
- Prototyping
- Evaluation

## Gamification

The deployment of game elements in non-game contexts, such as education:

- Meaningful missions
- Rewards
- Recognition
- Collaboration
- Feedback
- Affiliation

www

<http://ictinov-project.eu>

Facebook®

<https://www.facebook.com/CBHE-Project-Ict-Inov-110339581103765>



## Impact

- 12 universities
- 8 countries
- 60 courses
- 1.200 students
- 360 instructors
- 50 learning activities

*Design thinking helps solve difficult problems to which no solution may appear to exist at first glance.*

## Implementation in

- Malaysia
- Vietnam
- Nepal
- Pakistan
- Greece
- Portugal
- Italy
- Estonia

