

## ICT-INOV: Modernizing ICT Education for Harvesting Innovation

### Instructor Training Event

Hanoi, June 27 – July 1, 2022

Monday, June 27, 2022	
10.00 - 11.15	<p><b>Welcome</b> A greeting from the Dean or Vice Rector, Hanoi University</p> <p><b>Project presentation</b> Hariklia Tsalapatas, project coordinator</p>
11.15 – 12.30	<b>Lunch</b>
12.30 – 12.45	<p><b>Overview of ICT-INOV gamified design thinking methodology</b> Hariklia Tsalapatas, University of Thessaly</p>
12.45 – 13.30	<p><b>Demonstration of ICT-INOV digital learning platform</b> Olivier Heidmann, University of Thessaly</p> <p>Educator functionality: course creation Student functionality: engagement in design thinking Design thinking and gamification features</p>
13.30 – 14.00	<p><b>Warm-up and team building workshop</b> Encouraging creativity Getting to know the team Team identity Team goals, skills, collaboration framework</p>
14.00 – 14.30	<p><b>Presentation of workshop focus challenge</b> Topic on which participants will work on</p>
14.30 – 15.00	<p><b>Sustainability presentation</b> Jaanus Terasmaa, Tallinn University</p>
15.00 – 15.15	<b>Coffee break</b>
15.15 – 16.30	<p><b>Homework assignment</b> Team logo and name Problem research Associations Setting-up interviews</p>

Tuesday, June 28, 2022	
10.00 – 10.30	<p><b>Project discovery presentation</b> Olivier Heidmann, University of Thessaly</p>
10.30 – 11.00	<b>Problem discovery workshop</b>

	Establishing associations Interview preparation and documentation
11.00 – 12.30	<b>Lunch break</b>
12.30 – 14.00	<b>Problem discovery workshop</b> Establishing associations Interview preparation and documentation
14.00 – 15.00	<b>Problem discovery presentations</b> All teams
15.00 – 15.30	<b>User persona presentation</b> Triinu Jesmin, Tallinn University  Mind maps Empathy maps User journey maps
15.30 – 15.45	<b>Coffee break</b>
15.45 – 16.15	<b>User persona</b> Designing a user persona
<b>Coffee break</b>	
16.15 – 17.00	<b>User persona</b> Designing a user persona

### Wednesday, June 29, 2022

10.00 – 11.00	<b>User persona presentations</b> All teams
10.00 – 11.00	<b>Point of view presentation and workshop</b> Olivier Heidmann How might we ... Design something ... that ... for someone
11.00 – 11.30	<b>Lunch break</b>
12.30 – 13.15	<b>Point of view presentations</b> All teams
13.15 – 13.45	<b>Ideation presentation</b> Hariklia Tsalapatas, University of Thessaly  Brainstorming, sharing ideas, creating a broad pool of potential solutions
13.45 – 17.00	<b>Social activity</b>

### Thursday, June 30, 2022

10.00 – 11.00	<b>Ideation</b> Post ideas Avalanche Ideas for unlimited and limited resources Magic
11.00 – 12.30	<b>Lunch break</b>
12.30 – 13.30	<b>Ideation</b> Continuation
13.30 – 14.30	<b>Ideation presentation</b> All teams
14.30 – 14.45	<b>Lunch break</b>

14.45 – 15.45	<b>Selecting an idea presentation and workshop</b> How – now – wow
---------------	---

<b>Friday, July 1, 2022</b>	
10.00 – 11.00	<b>Solution synthesis and prototyping</b> Prototyping Product life cycle Solution posters
11.00 – 12.30	<b>Lunch break</b>
12.30 – 14.00	<b>Solution synthesis and prototyping</b> Prototyping Product life cycle Solution posters
14.00 – 15.00	<b>Team presentations</b> All teams
15.00 – 15.15	<b>Coffee break</b>
15.15 – 15.45	<b>Reporting presentation</b> Triinu Jesmin, Tallinn University  Of solutions using the report template
15.45 – 16.30	<b>Award ceremony</b>
16.30 – 17.00	<b>Deployment of ICT-INOV platform</b> Practice on the creation of accounts, problems, courses