

# *ICT\_INOV e la metodologia del Design Thinking*

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*European Training and Research Association for a Cooperation Key to business*



# INTRODUZIONE

## *ICTNOV - Modernizing ICT Education for Harvesting Innovation*



Panepistimio  
Thessalis



Tallinn University



Hanoi University  
Trung Tam Xuat Sac John  
Von Neumann



Kathmandu University  
Tribhuvan University



Universiti Tenaga  
Nasional SDN. BHD  
University of Malaya



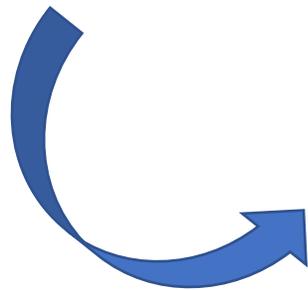
Isra Islamic  
Foundation  
(Guarantee)Limited



EU-Track



Instituto Politecnico  
Do Porto



Erasmus Plus – Capacity Building for Higher Education

# OBIETTIVI

- Arricchire il **potenziale dell'istruzione superiore ICT in Asia e in Europa** attraverso la creazione della **capacità di innovazione** degli studenti, garantendo la trasformazione delle loro idee in azione.
- Questo obiettivo sarà favorito dall'**implementazione** di un quadro di **apprendimento** basato sulla **combinazione** di **design thinking** e della **gamification** per costruire una forza lavoro nel settore ICT altamente qualificata.
- Coinvolgere sia **università** che **centri di ricerca** provenienti da **Grecia, Malesia, Vietnam, Pakistan, Nepal, Portogallo, Italia ed Estonia**.

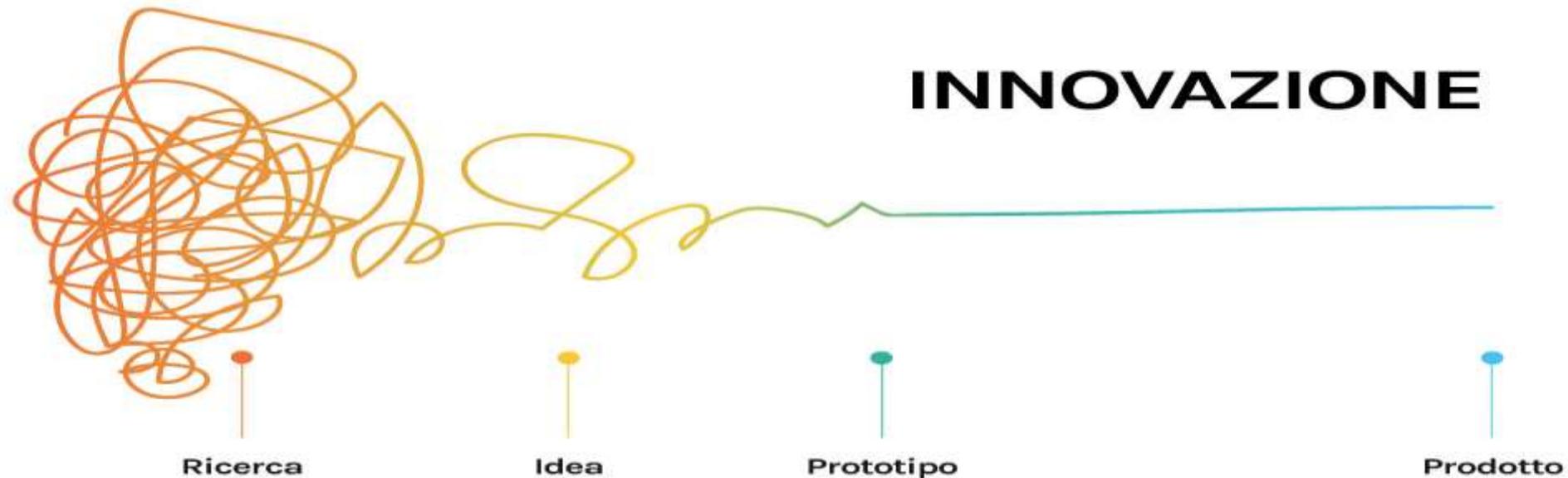


# IL DESIGN THINKING

- Il design thinking è un **approccio** incentrato sull'idea che **l'uomo**, pensando come un «**designer**» possa utilizzare **strategie** proprie del **processo di progettazione** per **pensare, pianificare, prendere decisioni e risolvere problemi** specifici.
- **Permette** anche alle persone «non designer» di utilizzare **strumenti creativi** come un **vero «designer»** per affrontare le nuove sfide.

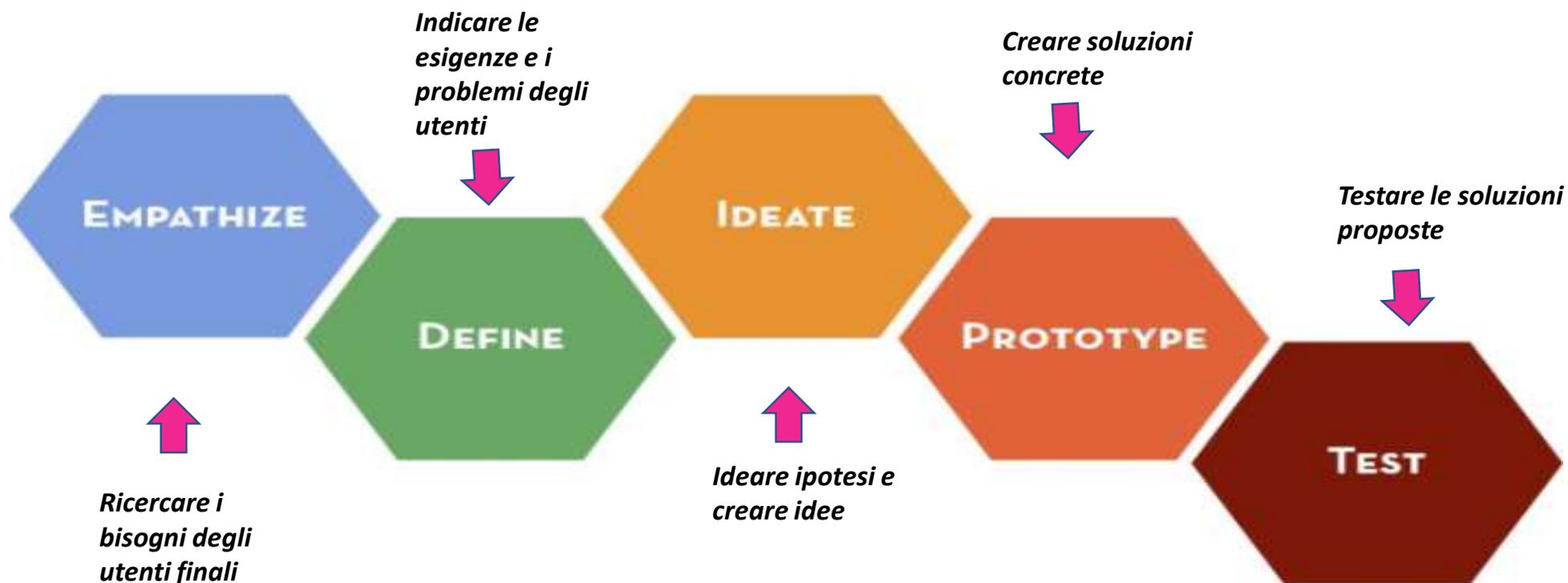
# IL DESIGN THINKING

- E' **approccio** pratico e incentrato **sull'utente** per la risoluzione dei problemi, **promuove l'innovazione** che può condurre alla **differenziazione** e ad un **vantaggio competitivo**.

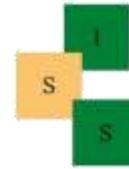


# IL DESIGN THINKING

Il design thinking è un **processo iterativo non lineare** che i team utilizzano per comprendere gli **utenti**, sfidare le **ipotesi**, ridefinire i **problemi** e creare **soluzioni innovative** per creare **prototipi** e **testarli**.



# IL LAVORO DI RICERCA



INNOVATIVE AND SUSTAINABLE SERVICES



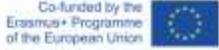
ECOSERVICE



# PRESENTAZIONE DEL LAVORO FINALE



**ICT-INOV**  
MODERNIZING ICT EDUCATION FOR  
HARVESTING INNOVATION



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



### TEAM

**Authors**  
Be proud of your work! Add the names of the people involved in this work!

**Affiliations**  
We are also proud of the institutions that we are coming from. Let's let them know by adding their names and logos here.



**LOGO**  
A place for  
the team logo!

## POSTER TEMPLATE

### INTRODUCTION TO THE TOPIC

Posters are popular method of presenting research findings in a concise and visually pleasing manner. Start by introducing the subject of your research and/or your hypothesis. Try to answer briefly those questions:  
- What are the questions about this topic that you want to answer? What new things can it contribute to the existing literature?  
- What is the background for the topic in real world?



### OBJECTIVES

It is important for your audience to know what you want to address with your research. Make it as clear as possible.



### ICT IN YOUR PROJECT

Let people know how ICT enriched your solution. This may vary depending on your project. Highlight the areas of application (e.g. education, health, communication, etc.) and discuss ICT benefits.



### TARGET GROUPS

State the target audience of your proposed solution. Think about:  
- Their description  
- Their motivation  
- Their surrounding  
- Their possibilities to use the solution



### SOLUTION

Expand on your findings by discussing constraints and all the details of your proposed solution. Keep it simple and direct to the point. Use bullets for emphasis.  
- Include key graphs, tables, illustrations, and other images that support the presentation and show a visual representation of your work.



Graphs are great in helping make numbers easier to understand.



Write a caption that will clearly explain what this graphic is about and how it relates to the study.

### MARKET IMPLEMENTATION POTENTIAL

Summarize your study and let the viewers know two to three key findings. You can also add a description of a possible market implementation potential of your solution.

# GLI STRUMENTI

- Piattaforma <https://ictinov.e-ce.uth.gr/#/>

ICT-INOV  
MODERNIZING ICT EDUCATION  
FOR HARVESTING INNOVATION

Login Register

## Modernizing ICT Education for Harvesting Innovation

The project promotes the development of innovative educational offerings that integrate emerging ICT technologies. The proposed interventions integrate experiential and active learning design to digital collaboration tools promoting enriched educational experiences through enhanced communication and collaboration. In addition, experiential and active learning design promote the retaining of knowledge and its transferability from the educational environment to the world of work, further facilitating employability through the development of industry demanded skills.

The tool has been designed and developed in the framework of the Erasmus+ project ICT-INOV

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of the European Union

This website is best viewed in Google Chrome

EU Greece Portugal Malaysia Estonia Nepal Pakistan Vietnam Italy

# GLI STRUMENTI

The screenshot displays the iThinkers web application interface. At the top left is the logo for ICT-INOV, with the tagline "MODERNIZING ICT EDUCATION FOR HARVESTING INNOVATION". The top right navigation bar includes "My Classes", a notification bell, a user profile icon labeled "MT", a share icon, and a language selector showing the UK flag. The main content area is titled "iThinkers" and "EU-TRACK/PP", with an "End Date: 4/2/2022, 19:59:00". Below this are several action buttons: "Ask for Review", "Ask for Help", "Ask for Brainstorming", "Help Messages", and "Level Reviews". A progress bar labeled "Brainstorming" shows steps 1 through 7, with step 1 highlighted. The interface is divided into two main panels. The left panel, titled "TEAM LOGO", shows a yellow sticky note with the iThinkers logo. The right panel, titled "TEAM CANVAS BASIC", shows a sticky note with a handwritten "Team Canvas Basic" diagram. A separate window titled "Define" is open, displaying a text box with the question: "How might we help Agata in changing the people behaviour and mind in relation to IT-USE? Starting from the introduction of the environmental subject into the school curricula." Below this, a "Persona: Agata" card is visible, featuring a "THINK AND FEEL" diagram with a photo of a woman and various handwritten notes.

# CONCLUSIONI

Nei prossimi mesi, il team del progetto **inizierà a preparare i formatori e a sperimentare la metodologia** e gli **strumenti** sviluppati nel progetto ICT\_INOV.

**I lavori realizzati** saranno presentati durante **l'evento finale internazionale**.

Grazie per l'attenzione!

<http://ictinov-project.eu/>



**ICT-INOV**

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*Web: [www.eu-track.eu](http://www.eu-track.eu)  
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