



SCIENCE PROJECTS ONLINE WORKSHOPS (SPOWs)



The Scientix project has received funding from the European Union's H2020 research and innovation programme – project Scientix 4 (Grant agreement N. 101000063), coordinated by European Schoolnet (EUN). The content of the paper is the sole responsibility of the authors and it does not represent the opinion of the European Commission (EC), and the EC is not responsible for any use that might be made of information contained.



ICT-INOV METHODOLOGY FOR INNOVATORS



Ref. code 618768-EPP-1-2020-1-EL-EPPKA2-CBHE-JP

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Who we are



A Multidisciplinary Research and Development Association involved in several International, European and National projects.



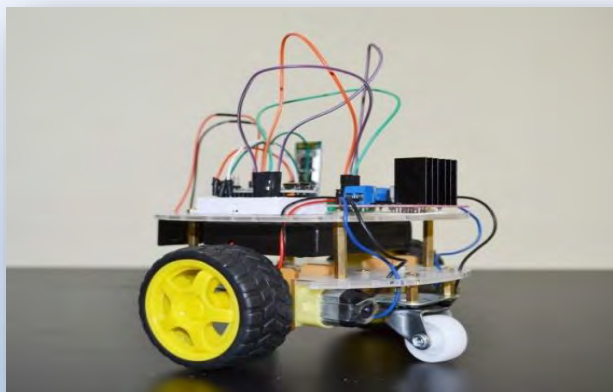
Geotechnical Engineering



Science Education



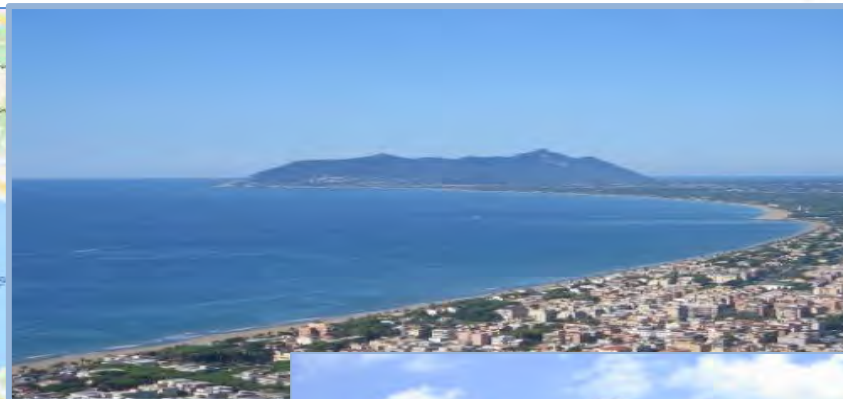
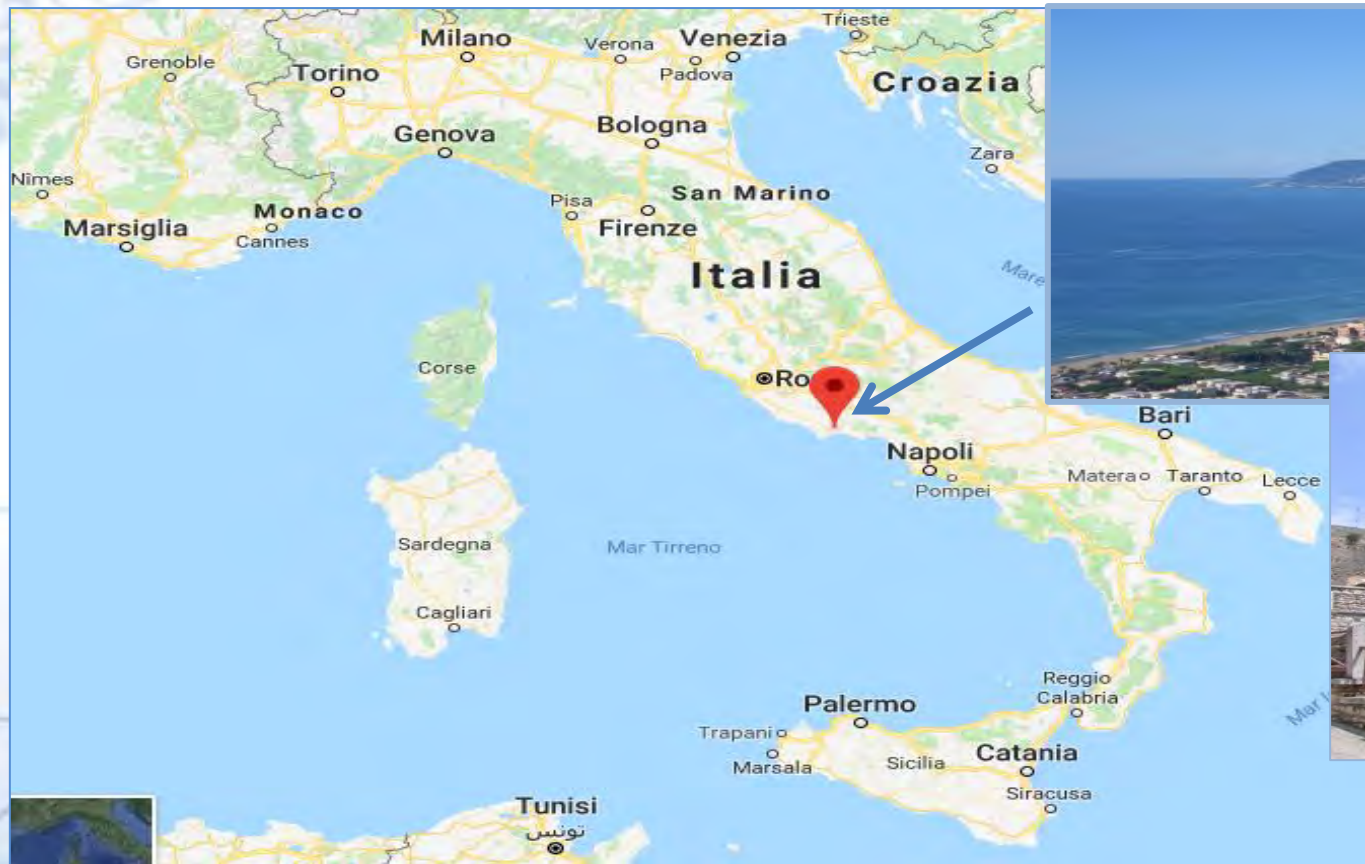
ICT



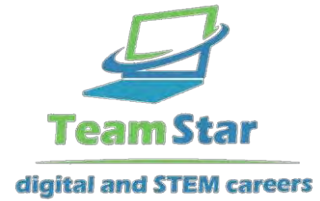
Educational robotics



Where we are



European projects



ICT-INOV

MODERNIZING ICT EDUCATION FOR
HARVESTING INNOVATION



Digital Stories





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

ICTNOV- Modernizing ICT Education for Harvesting Innovation



Erasmus Plus – Capacity Building for Higher Education



Introduction

The **ICT sector** is constantly **growing**, **influencing the world economy** and the **labour market**.

Education plays a **fundamental role** in developing **young people 21st century world skills**.



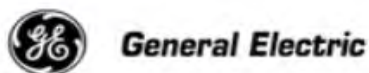
These skills are, e.g., **creativity, innovation, adaptability, problem-solving, independent learning**.



SAMSUNG

Google

TIM
GRUPPO TIM




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Design Thinking Approach

In education, **design thinking** becomes a combination of **human-centred, inquiry-based** scaffolding and **innovation** mindsets.



Students apply **transdisciplinary knowledge** and **skills** with **creative practices** to **discover empathetic insights** collaboratively, **generate new ideas**, and **create** and **test** tangible **outcomes**.



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Project tools

ICT-INOV Platform <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 integrates 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*

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

This website is best viewed in Google Chrome



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Project tools



My Classes



MT



Design Thinking Training Porto 2022 ?

This course is for training the members of the ICT-INOV Consortium

iThinkers

EU-TRACK/PP

End Date: 4/2/2022, 19:59:00

Ask for Review Ask for Help Ask for Brainstorming Help Messages Level Reviews

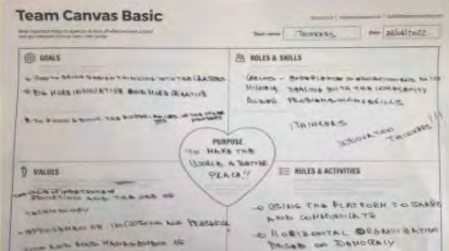
Brainstorming 1 2 3 4 5 6 7

TEAM LOGO



iThinkers

TEAM CANVAS BASIC

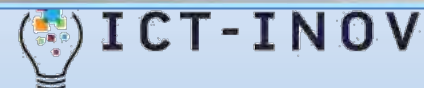
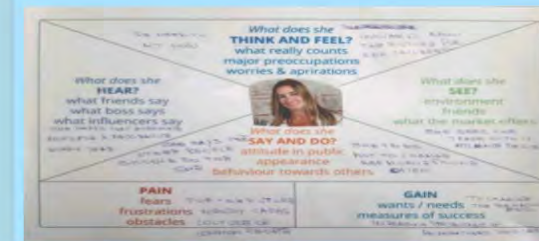


Brainstorming 1 2 3 4 5 6 7

Define

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.

Persona: Agata



Thank you for your attention!

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