



Developing competencies for new
virtual and blended modalities of
international collaboration.



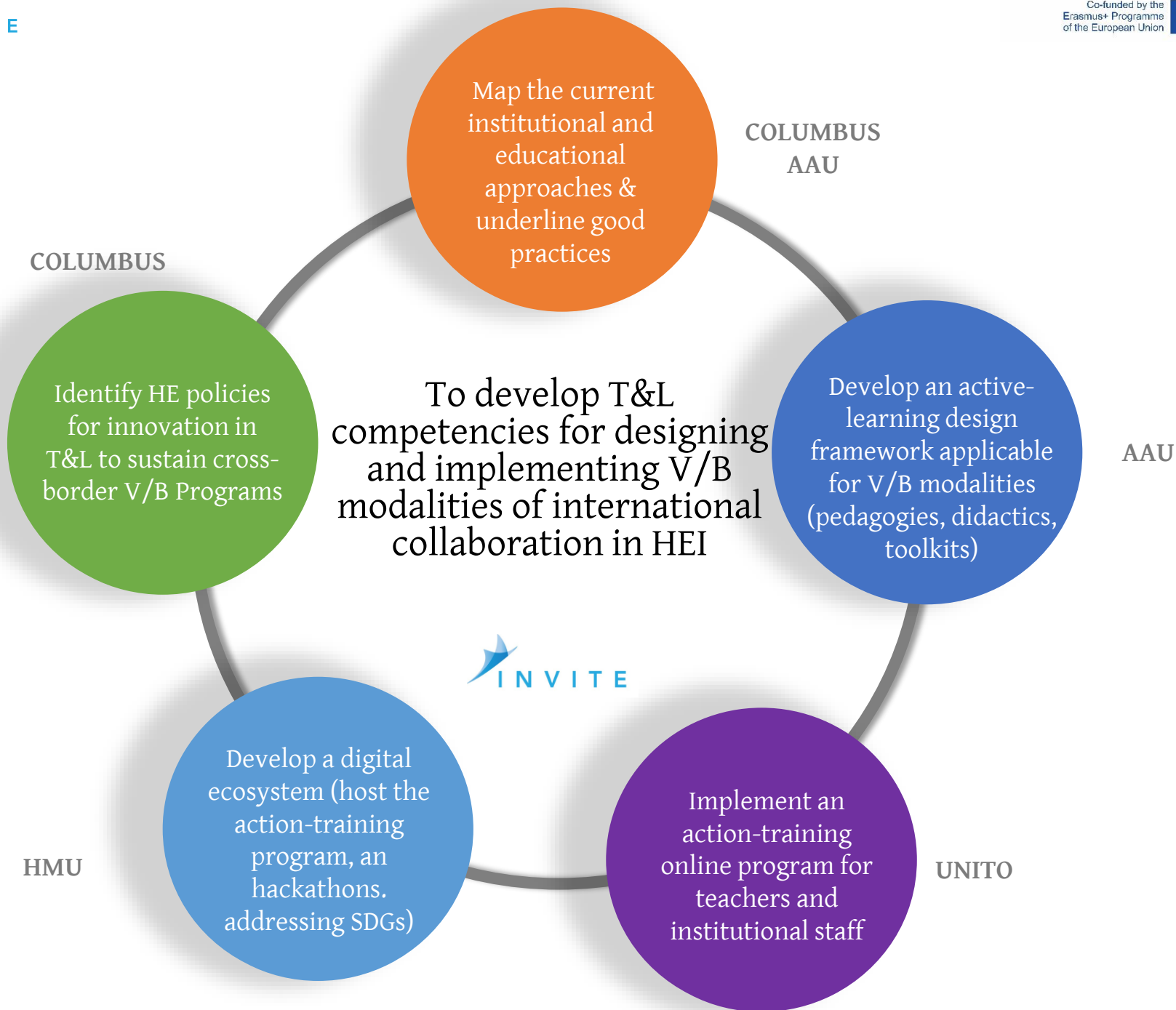
Main objective

The INVITE project aims to develop **teaching and learning competencies** for designing and implementing **new virtual and blended modalities of international collaboration** in European Higher Education Institutions, an objective aligned with several ambitions of the European Commission agenda for Higher Education, especially with the directions indicated by the recent **Digital Education Action Plan 2021-2027** aiming at enabling digital skills of educators to improve the quality of digital practices in education, the new Erasmus+ Blended Intensive Programs priorities, the green agenda for internationalization among others.

Digital Education Action Plan 2021-2027

<https://education.ec.europa.eu/focus-topics/digital-education/digital-education-action-plan>

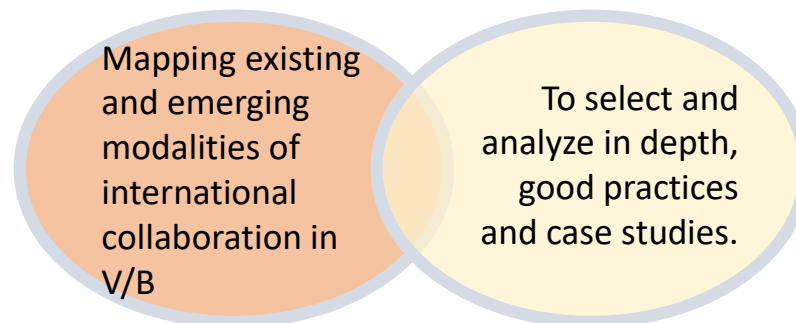
<https://twitter.com/EUDigitalEdu/>



R1: Overview of International Virtual and Blended Modalities in Europe and Good Practices selection

The R1 comprises a twofold purpose:

- a) to produce an **overview of existing and emerging modalities of international collaboration in virtual and blended learning environments**, providing a definition of characteristics and scope of such teaching and learning approaches and
- b) to **select good practices and case studies**, including a profile of the innovative methodologies and pedagogies that are currently being used in higher education institutions to develop such collaborations.





R1: Overview of International Virtual and Blended Modalities in Europe and Good Practices selection

The **target groups** are relevant stakeholders and institutions in the field of higher education, which are active in promoting international blended and virtual experiences, and which have offered opportunities modalities that have been applied during the COVID-19 crisis.

R1: Overview of International Virtual and Blended Modalities in Europe and Good Practices selection

R1A1 Overview of existing and emerging modalities of international collaboration in V/B

M1-M4

Description

An overview of existing and emerging international virtual and blended modalities for teaching and (T&L) identifying its key characteristics, scope, and specific contribution to the improvement of teaching and learning process in HE.

Focus:

- Teaching and learning process,
- Innovative dimensions,
- Stakeholders involved,
- International and intercultural approaches,
- Technologies and digital environments recreated,
- Teachers and students' roles, and
- Institutional support

Key tasks:

- Run desktop research
- Select categories of analysis in terms of the focus
- Carry out the analysis of the selected initiatives using the categories.
- Synthesize the report.

R1: Overview of International Virtual and Blended Modalities in Europe and Good Practices selection

R1A2 To select and analyze in depth, **good practices and case studies.**

M4-M9

Description

Select several V/B international initiatives in Europe and worldwide to explore in depth the factors that make a meaningful and sustainable contribution to teaching and learning processes.

Key tasks

- Select a number of good practices, represented by institutions and stakeholders
- To run semi-structured interviews.
- Identify dimensions of analysis for successful teaching practices (results, critical issues, potentialities, and areas for improvement)
- Carry out the interviews and collect data.
- Deliver a second report

R1: Overview of International Virtual and Blended Modalities in Europe and Good Practices selection

Criteria for the selection of cases

Cases or practices that shows:

- Active learning approach
- Virtual or blended learning
- International dimension
- Share evidence of Learning outcomes available.
- Involves a management process for Teaching & Learning
- Participation of external stakeholders
- Diversity in terms of geographical distribution
- Sample that is representative at different study levels: undergraduate, postgraduate, Lifelong-Learning, Micro-credentials
- Different disciplines (interdisciplinary)
- Cases that can become adaptable and scalable
- Other?



R2: Teaching and Learning design framework and guidelines

R2A1. A learning design framework for fostering the educational value of virtual learning mobility

Within this task, all partners will collaborate in order to study how learning is designed and orchestrated in current and emerging international blended and virtual modules/activities. The objective of this task is to assess the current status of learning design and its pedagogical value in view of its improvement.

R2: Teaching and Learning design framework and guidelines

R2A2. Guidelines on innovative methodologies adaptable for virtual and blended modalities

From R1 and R2A1, it will be identified, classified and published a menu of active methodologies and didactics suggested to be applied in different kinds of international virtual and blended modalities, such as Collaborative Online International Learning projects, Project Oriented Learning Environments, Co-design virtual exchanges, Blended Intensive Programs, etc.



R2: Teaching and Learning design framework and guidelines

Target groups: HE educators, educational scientists, learning designers, HE administrative staff involved in the field of teaching and learning innovation in blended and virtual learning environments.

R3: Training Modules and Repository for International Virtual and Blended Modalities

The objectives of R3 focus to:

- R3A1: design and implementation of open online interactive training modules for the development of digital competencies for educators with the aim of enabling them to implement effective international virtual and blended environments.
- R3A2: create a repository of open materials to share tools and guidelines to support the design of international virtual and blended programs.

R3: Training Modules and Repository for International Virtual and Blended Modalities

Target groups:

The online adaptive materials developed in R3 will be open to university teachers of various disciplines; to meet their interests and enable their collaboration.

They will also be available to institutional staff in charge of promoting teaching and learning innovation, to make them more aware of the importance of training teachers and for allocating the proper resources.

R4: Open Interactive Digital Ecosystem

The objectives of R4 focus to:

- Create an Open Interactive Digital Ecosystem that contains the open repository of open materials to support the design and implementation of international virtual and blended modalities.
- Host hackathons, where different stakeholders will be invited to design innovative virtual and blended mobilities, addressing topics related to urgent problems such as the SDGs and the Green Agenda.
- Be available as an OER under a commons licence and interested stockholders will be able to use it and parameterize to organize Hackathons or other training events.



R4: Open Interactive Digital Ecosystem

Target groups:

R4 invites teachers, learning designers, educational innovators, students to either create or evaluate ideas for international blended and virtual projects

R5: Policy Analysis and Recommendations

The objectives of R4 focus to:

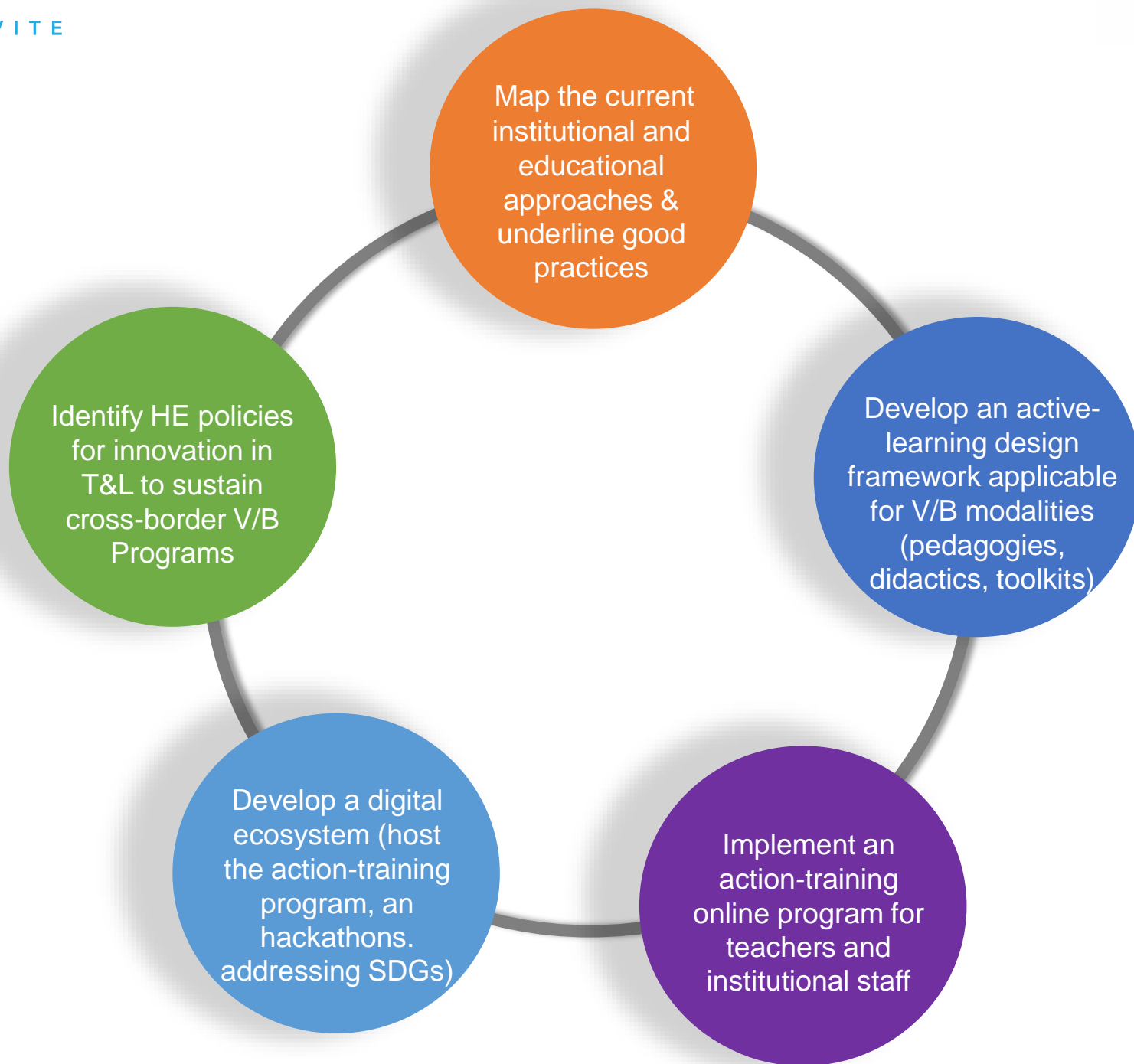
- R.5.1 Review and report of the evidence on policies, instruments and processes, their impact, including unintended consequences and risks. Four main drivers will be systematically explored: strategy and policies, facilitating structures, support instruments and the role of international collaboration
- R.5.2 Develop policy recommendations on the sustainability of cross-border virtual and blended programs. For this it will be carried out a deliberative dialogue with representative stakeholders to validate the evidence collected to identify barriers, policies, instruments and necessary resources.



R5: Policy Analysis and Recommendations

Target groups:

Leaders at higher and middle institutional levels, administrators, support staff, and Faculty





Thank you

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Nikolaos Vidakis (HMU, GR)



I N V I T E