

*Convegno internazionale*

*“L’Assicurazione della Qualità nell’Istruzione e nella Formazione  
professionale per la competitività sostenibile, l’equità sociale e la resilienza:  
a tre anni dalla Raccomandazione europea del 2020”*

**Giovedì, 06 luglio 2023**

**INAPP – Auditorium, Corso d’Italia, 33 – Roma**

*Empower Competences for Online Learning in HE*  
**RECOMMENDATIONS FOR ACADEMIC BODIES**

Stefania Capogna

## Index

1. Project presentation
2. The European He Area Facing The Digital Challenge
3. Brief presentation concerning final project results

## 1. ECOLHE Project

### ECOLHE Intellectual Outputs



- IO1** : Analysis of six case studies in partner countries focusing on how Universities develop their own strategic approaches to digitalization.
- IO2** : Implementation of online training to empower teachers and researchers' skills in online and blended learning.
- IO3** : New online environments and the gamification logic implementation in HE
- IO4** : Introduction of Symbiotic Learning Paradigm (SLP) in course design.
- IO5** : Recommendations and Guidelines for Academic Bodies.

**A.**

Politiche  
europee

- Come si sviluppa il processo di 'traduzione in pratica' nella costruzione dello EHEA

Teoria della  
traslazione

Callon (1986), Latour (1986; 1987; 2007), Røvik (2007), Savory (2006), Gherardi, (2000); Capasso, Regini (2015)

**B.**

Modelli  
organizzativi

- Come si sviluppano le micro-politiche di Ateneo nel condurre i cambiamenti indotti dalle spinte sovranazionali

Organizzazio  
ne  
complessa

Butera (1999; 2009); Coccozza (2014); Scott (1991)

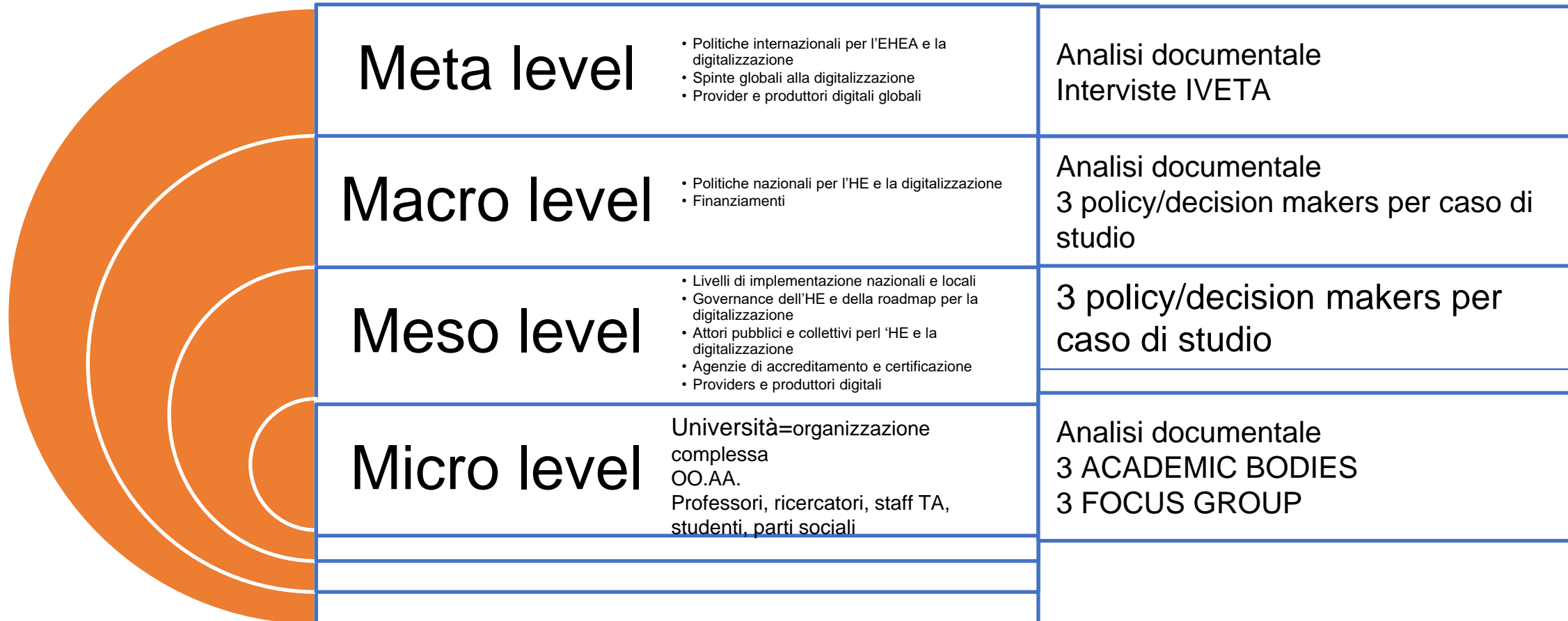
**C.**

Tecnologia

- Come cambia il modo di concepire la tecnologia nell'università

Dimensione  
culturale

Välimaa (1998); Dobbins et.al. (2011); Clark (1983), Olsen (2007); Regini (2020)



## 2. ECOLHE – FINAL REPORT

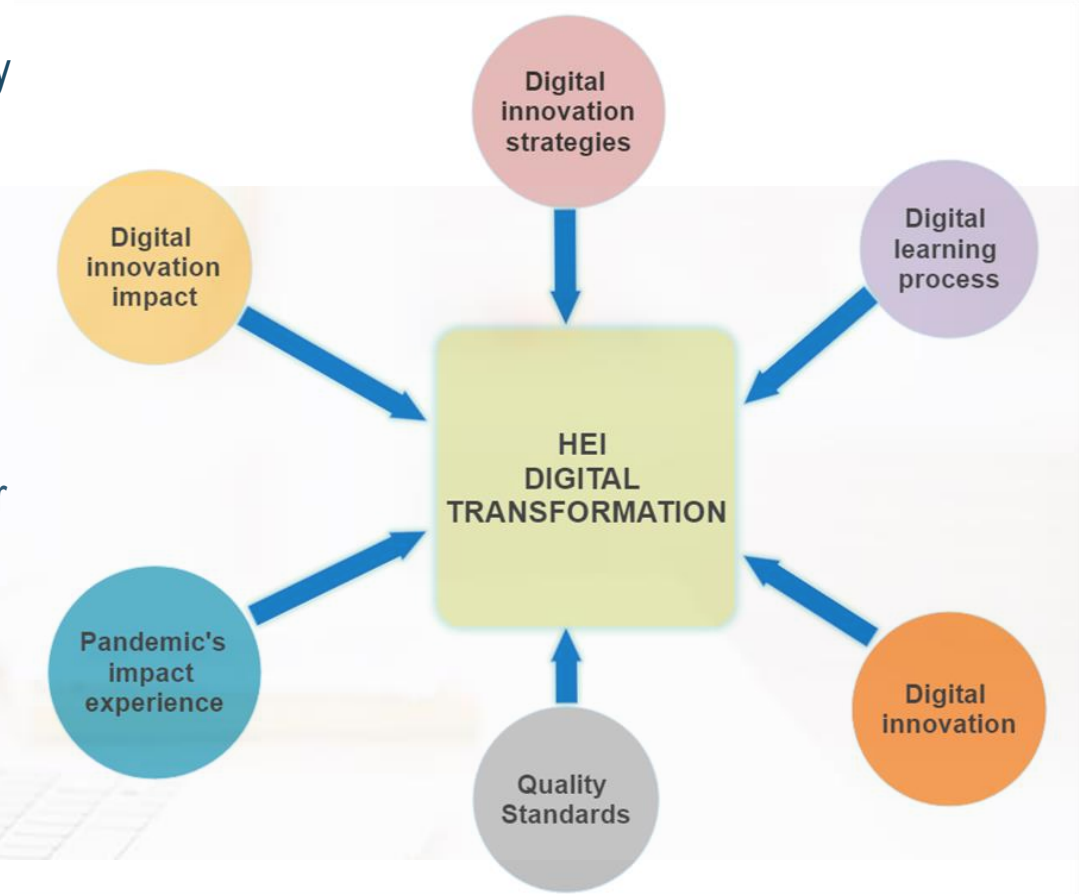
# *THE EUROPEAN HE AREA FACING THE DIGITAL CHALLENGE*

1. Digital transformation of HEI
2. Digital Technologies in HEI – Students Perspective
3. Online training model for improving teachers in HE
4. Gamification as a strategy to increase student engagement in HE – Teachers' Perspective
5. The Symbiotic Learning Paradigm (SLP) in Higher Education
6. Digital transformation and digital pedagogy quality of learning and teaching in HE
7. Suggestions to Academic Bodies
8. The role of networking and cooperation in promoting quality standards in EU

## DIGITAL TRANSFORMATION OF HEI

- ❖ Development of European and national standards for digital literacy
- ❖ Higher management support and policy development
- ❖ Increased funding for technology infrastructure and training for teachers
- ❖ Promotion of use of open educational resources
- ❖ Professional development opportunities for teachers
- ❖ Encouragement of the use of digital technologies and resources for teaching, learning, research and cooperation
- ❖ Emphasis on the ethic of responsibility to orient digital policies
- ❖ Encouragement of gender and cultural equality

### CLUSTERS



**Digital  
innovation  
impact**

Digital infrastructure  
Technical and Pedagogical support

**Pandemic's  
impact  
experience**

Network capacity and speed to cope with high demand  
Careful selection of the e-learning platforms  
Properly design of teaching-learning procedures  
Gamification methods usage  
Proper design of examination and evaluation procedures aiming to reduce cheating

**Digital  
innovation**

Monitor and evaluation regarding the implementation of digital methods  
Creation of digital products  
Continuous Qualification & Optimization of products via closed loop feedback

**Digital  
innovation  
strategies**

*meso level*  
national policies/strategies  
digital development

**Digital  
learning  
process**

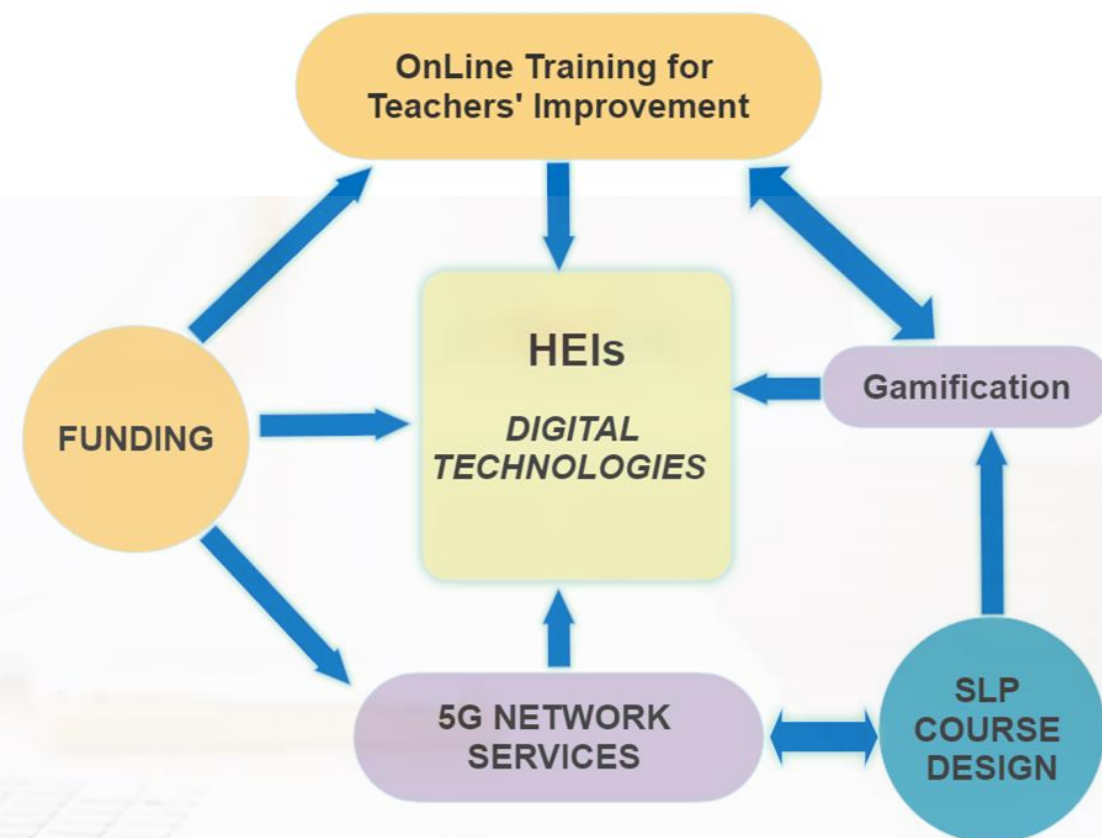
Use of online & blended approaches  
Promote asynchronous communication  
Improve students' digital competences  
Improve teachers' digital competences  
Champion high quality digital course design

**Quality  
Standards**

Use of a Quality Assurance Unit (QAU)  
Studies should have the same or even better results  
Digital transformation will not reduce HEIs reputation  
Digital teaching  
Digital administration



- ❖ Determination of an institutional digital maturity factor for HE management support and policy development
- ❖ Organization of workshops and conferences with the subject the digitalization of HEIs.
- ❖ Organization of internal HEIs surveys for the exploration of students' current state in digitalization
- ❖ Creation of digital learning environments and platforms
- ❖ Open dialogue with market stakeholders
- ❖ Using new innovative methods in curriculum design (e.g. Symbiotic Learning Paradigm SLP)
- ❖ Use of online training models to increase teachers' digital capacity
- ❖ Peer to peer projects assignment
- ❖ Use of gamification teaching methods



## Recommendations

### On-Line Training

- ❖ Ensure previous knowledge on some competences before participants enrolment in an online training.
- ❖ Ensure that all involving parts (facilitators and learners) have knowledge & accessibility of the platform where the course will be based.
- ❖ A pre-training is needed for the participants & the e-facilitators.

## Gamification Adoption

- ❖ Creation of an interdisciplinary approach or team.
- ❖ Good collaboration with teachers that already implemented Gamification in their classes.
- ❖ Continues update with new tools, apps and resources that would be useful in a Gamified class.
- ❖ Efficient use of plugins and software to create content
- ❖ Allocation of the resources and creation of interdisciplinary collaborative working contexts with moderators.
- ❖ Make some processes more automated and give teachers templates to refer to.
- ❖ Provide teachers with adequate documentation and support, especially during their first experience with Gamification.
- ❖ Include practical experiences
- ❖ Clarification that gamification use should be a tool for continuous improvement but not the reality of everyday life
- ❖ Gradually introduced into the teaching programmes and be combined with other tools
- ❖ Adapting to the needs of the students, additional learning resources can be offered that allow the student to reach the resolution of the gamified activity
- ❖ Evaluation of the gamified activities
- ❖ Teachers should use Gamification as students
- ❖ Elimination of leader board or thinking about a different one

# Recommendations & Guidelines for Academic Bodies



## Digital Transformation & Pedagogy Quality of Learning & Teaching in HE

**Digital transformation** refers to the process of using technology to fundamentally change how an organization operates and delivers values

**Digital pedagogy** refers to the use of digital technology to enhance and transform teaching and learning practices.

***Digital transformation and digital pedagogy work together to improve the quality of education and to better prepare students for the workforce and society.***

# Recommendations & Guidelines for Academic Bodies



## Policies recommendations regarding digital transformation of HEIs are:

- ❖ The development of European and national standards for digital literacy
- ❖ Higher management support and policy development
- ❖ Increase funding for technology infrastructure and training for teachers
- ❖ Promote the use of open educational resources
- ❖ Provide professional development opportunities for teachers
- ❖ Encourage the use of Artificial Intelligence, and technological solutions
- ❖ Emphasize the importance of cyber security and digital safety
- ❖ Encourage gender and cultural equality

Digital Innovation & Strategies  
Digital Infrastructure  
Technical and Pedagogical support  
Digital Learning Process &  
Methodologies  
Quality Standards  
Human Resources (Teachers,  
Students, Staff)  
Networking

# Conclusion



<https://d-challenghe.unilink.it/>

OBSERVATORY  
HIGHER  
EDUCATION

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Building of a multidisciplinary network and inter-connected Higher Education systems looking at digital transformation and innovation in learning/teaching practices, research, governance and organisation system

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- <https://d-challenge.unilink.it/>
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  - <https://be-coms.unilink.it/>
  - <http://re-educo.eu/>
  - <http://ecolhe.eu/>
  - <http://dig4life.eu/>



**DiTES**

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