CHARM-EU

CHallenge-driven Accessible Research-based Mobile European University

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

Innovative and digital pedagogy in the CHARM European University joint Master's

6 April 2022, Padova

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Trinity College Dublin
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The University of Dublin
Utrecht University
Eötvös Loránd University, Budapest
Université de Montpellier

Who are we?

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Presentation contents

- European Universities Initiative & CHARM-EU
- CHARM-EU Teaching & Learning philosophy
- Examples of innovative pedagogy and digitalisation
- Lessons learned

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European Universities Initiative

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"The aim of this initiative is to bring together a new generation of **creative Europeans** able to cooperate across languages, borders and disciplines to address **societal challenges and skills shortages** faced in Europe." (EC)

EUROPEAN UNIVERSITIES
A key pillar of the European Education Area

41 ALLIANCES

More than 280 HIGHER EDUCATION INSTITUTIONS

Up to €5 million from Erasmus+
Up to €2 million from Horizon 2020
per alliance

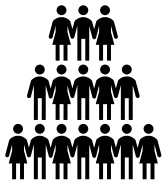
27 MEMBER STATES + Iceland, Norway, Serbia and Turkey + United Kingdom

Reconciling Humanity with the Planet by creating the university of the future

European University Initiatives

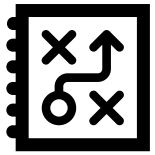
Alliances must create a European inter-university ‘campus’, including:

- Seamless **student and staff mobility**

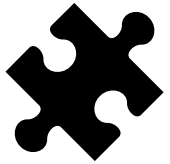


- **Transdisciplinary and transnational teams** tackling **big issues facing Europe**

- Development of an **entrepreneurial mindset** and **civic engagement**



- **Transformation** of our **universities** and preparation for **the jobs of tomorrow**



- Finding solutions to **big societal challenges** that Europe and the world are facing.

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University of Barcelona (UB)

Trinity College Dublin (TCD)

Utrecht University (UU)

Eötvös Lorand University, Budapest (ELTE)

University of Montpellier

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"At CHARM-EU we work together to design and create a **new university model** to become a world example of good practice to increase the quality, international competitiveness and attractiveness of the **European Higher Education landscape**." (CHARM-EU, 2022)

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Teaching & Learning Philosophy

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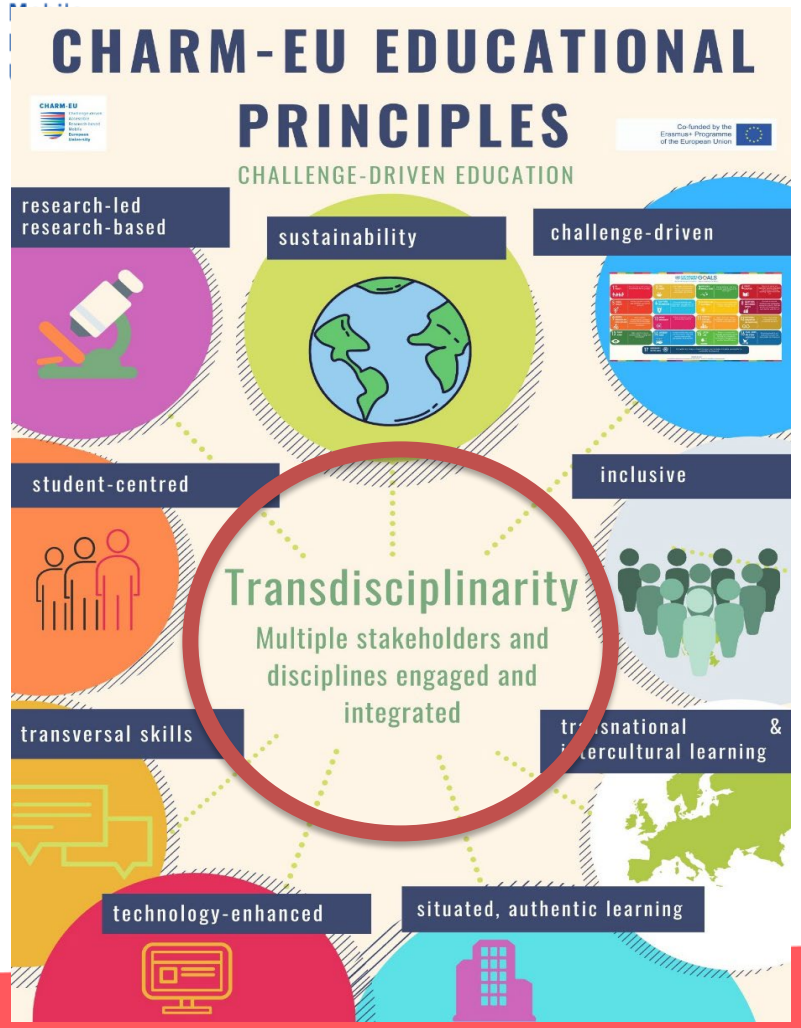

- Food
- Water
- Life & Health

PHASE 1
Preparatory

PHASE 2
Flexible

PHASE 3
Capstone

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Transdisciplinary Knowledge Creating Teams

KNOWLEDGE CREATING TEAM

STRUCTURE AND ROLES

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

Expanded Network

- Knowledge agents or actors to advise on inter/transdisciplinary modules
- Support content development
- Contribute to delivery design
- Use network to engage extra-academic actors
- Form research networks and commercialisation projects

Core

- Dual role: Domain expert and thematic generalist
- Co-create inter/transdisciplinary modules
- Teach and assess students on masters

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KCTs in practice

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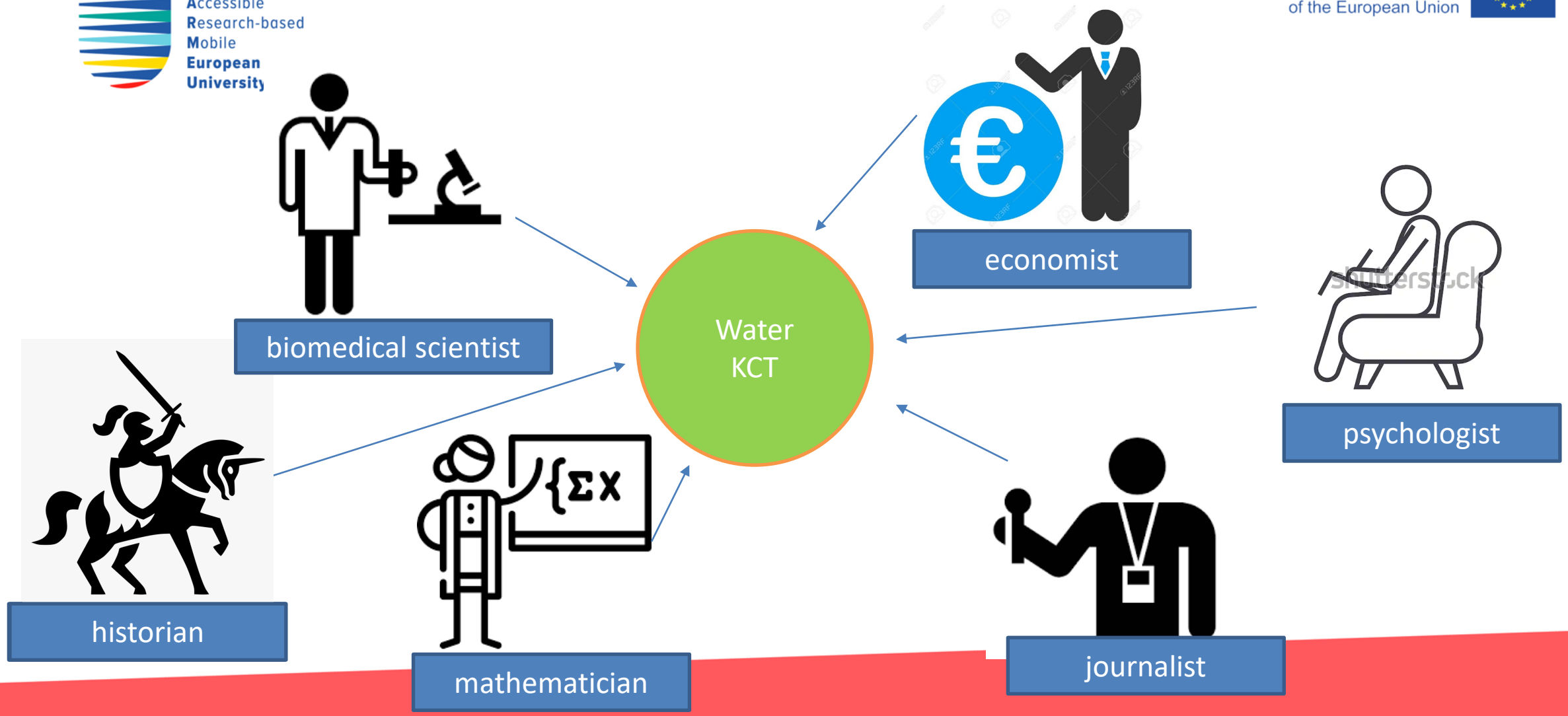

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Collaborative work

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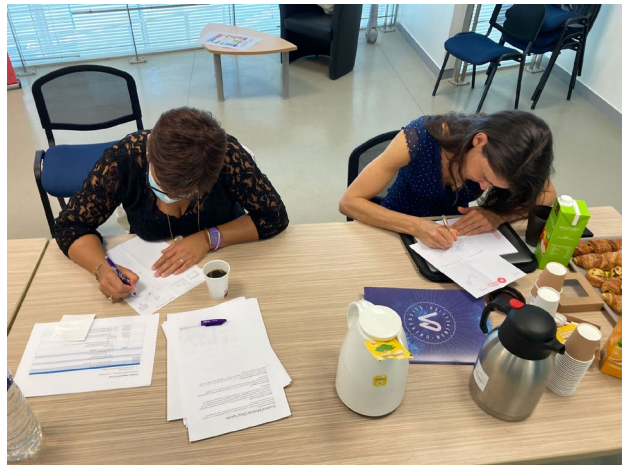

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Teaching & Learning Philosophy

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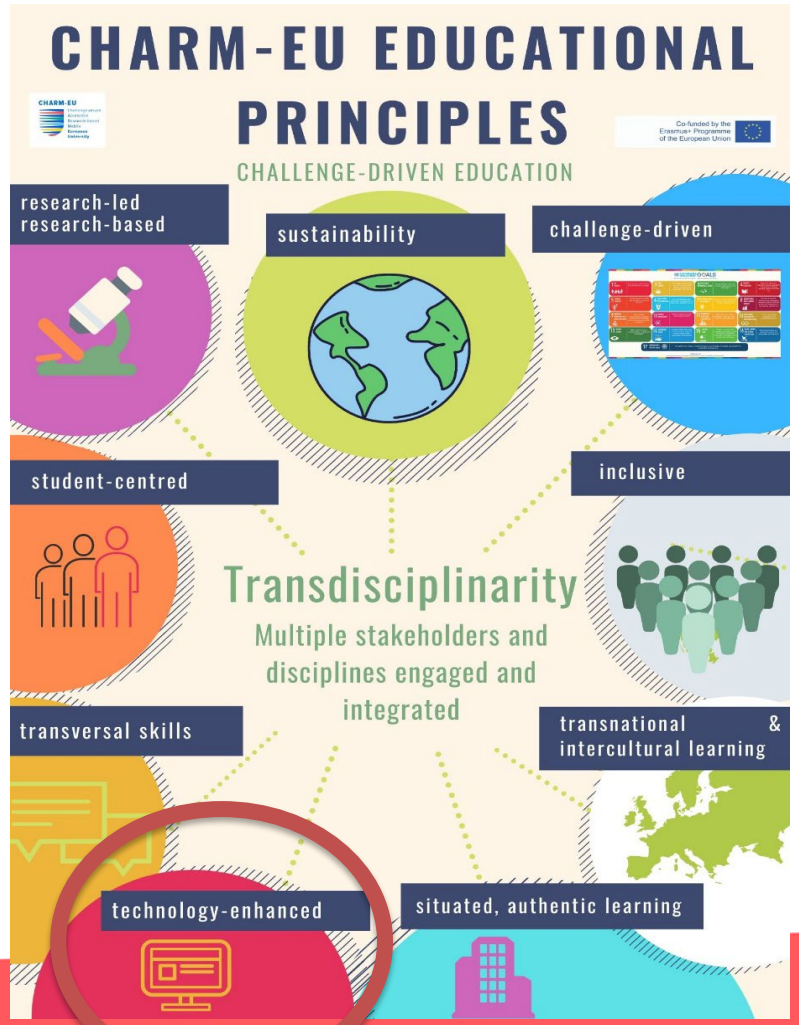

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Virtual Learning Environment

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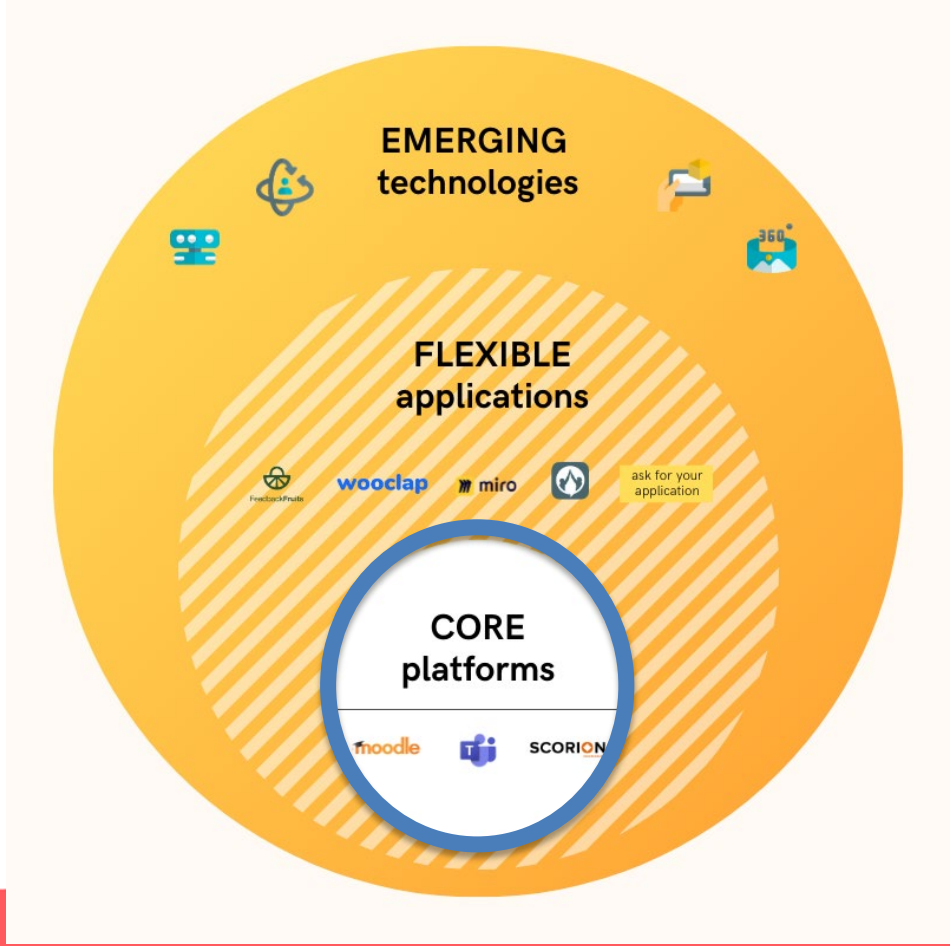


- **Moodle**: This is the learning management system that is used to organize courses;
- **Scorion**: This is the ePortfolio for CHARM-EU that is used for programmatic assessment;
- **Microsoft Teams**: This is used for collaboration, video conferencing and hybrid teaching

Hybrid Teaching

In this type of teaching part of the students follow their class on-campus and other students follow this same class in **real time online** - either from another campus or at home. This way, on-site and remote students engage in education at the same time.

Hybrid teaching in CHARM-EU

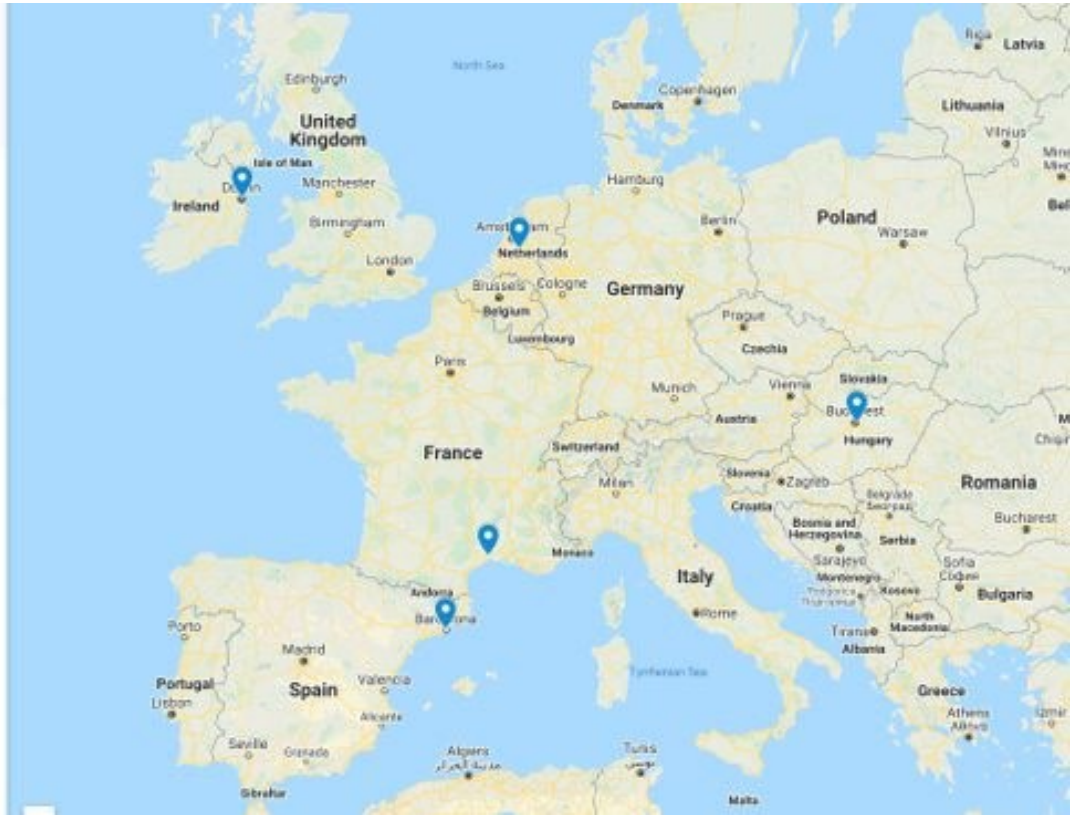
Locations of each Hybrid classroom for CHARM-EU. Please note that some locations are temporary during phase 1 and will be

448 views

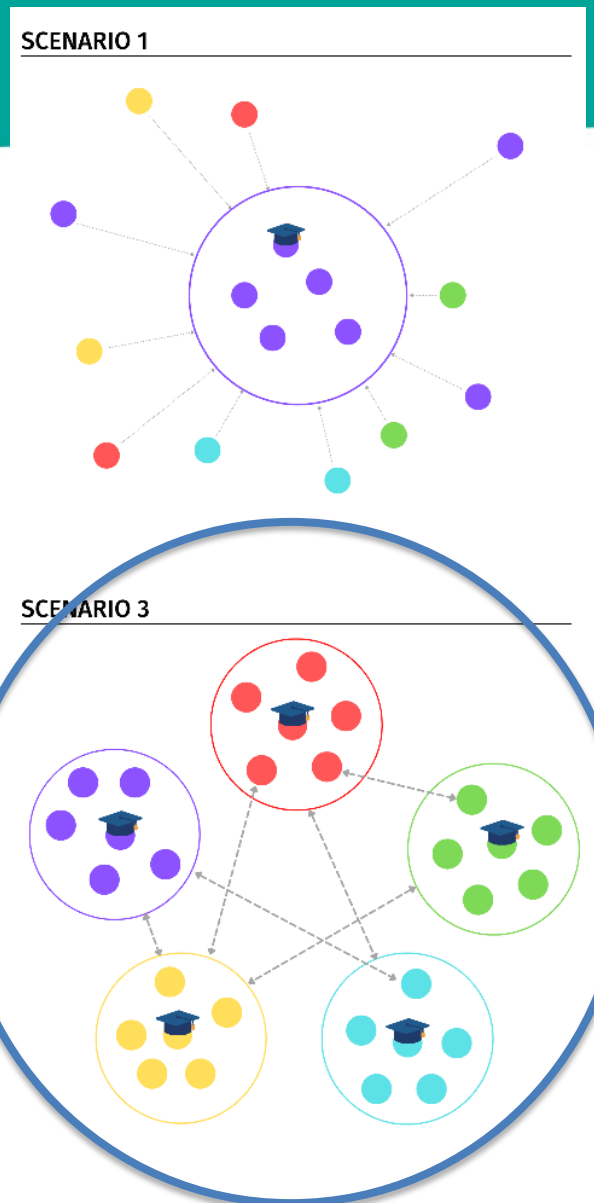
SHARE

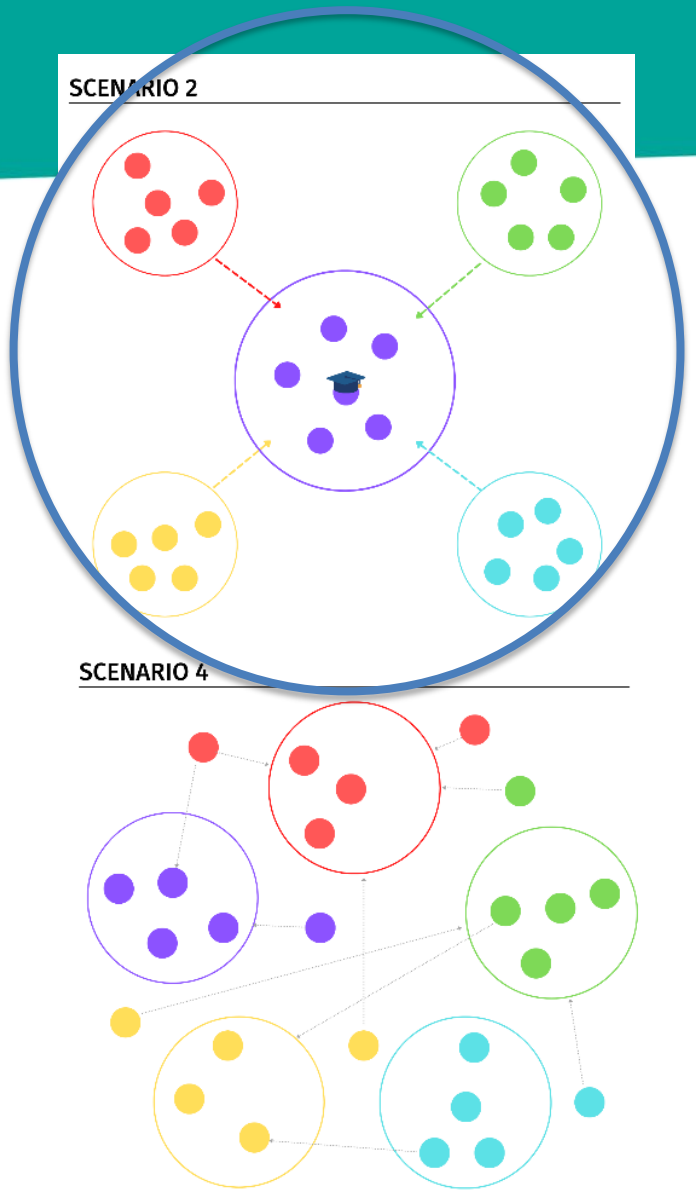
Classrooms

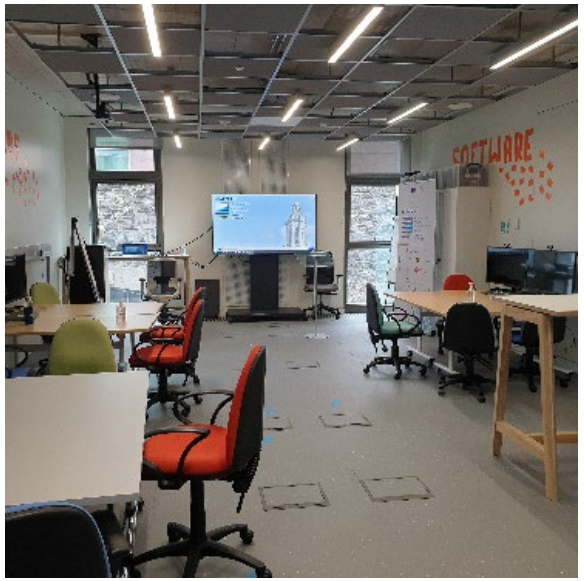
- TCD Hybrid Classroom
- UU Hybrid Classroom
- UM Hybrid Classroom
- UB Hybrid Classroom
- ELTE Hybrid Classroom

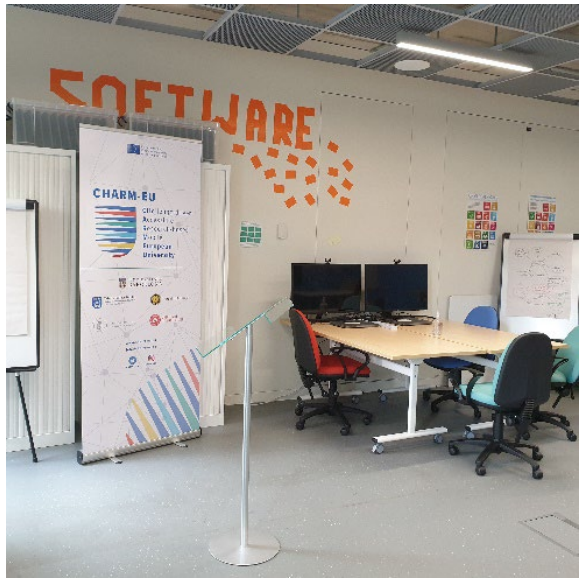


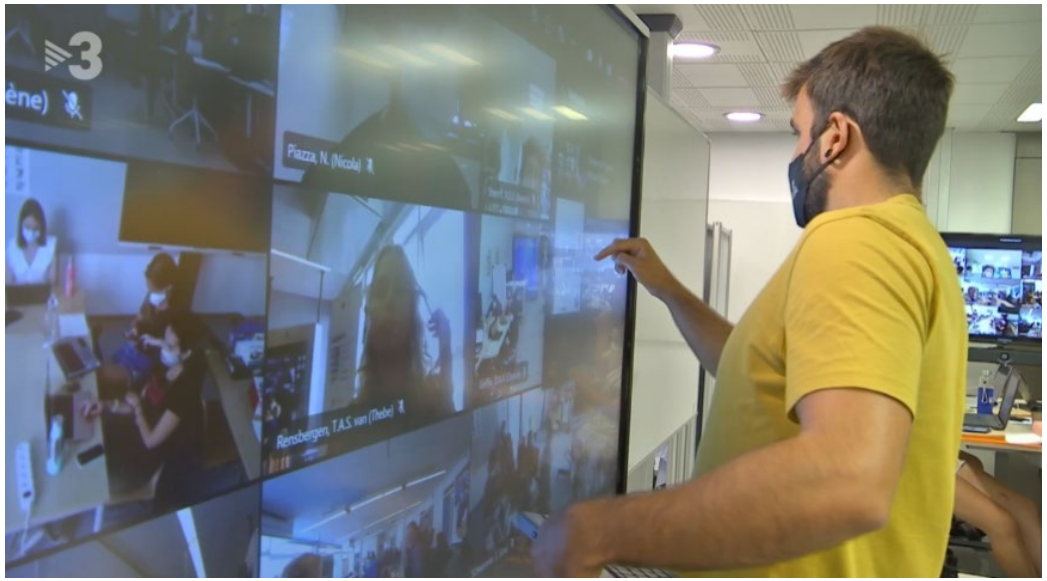
Hybrid teaching in CHARM-EU











Credit: Daniel Griffin, TV3 Corporació Catalana de Mitjans Audiovisuals

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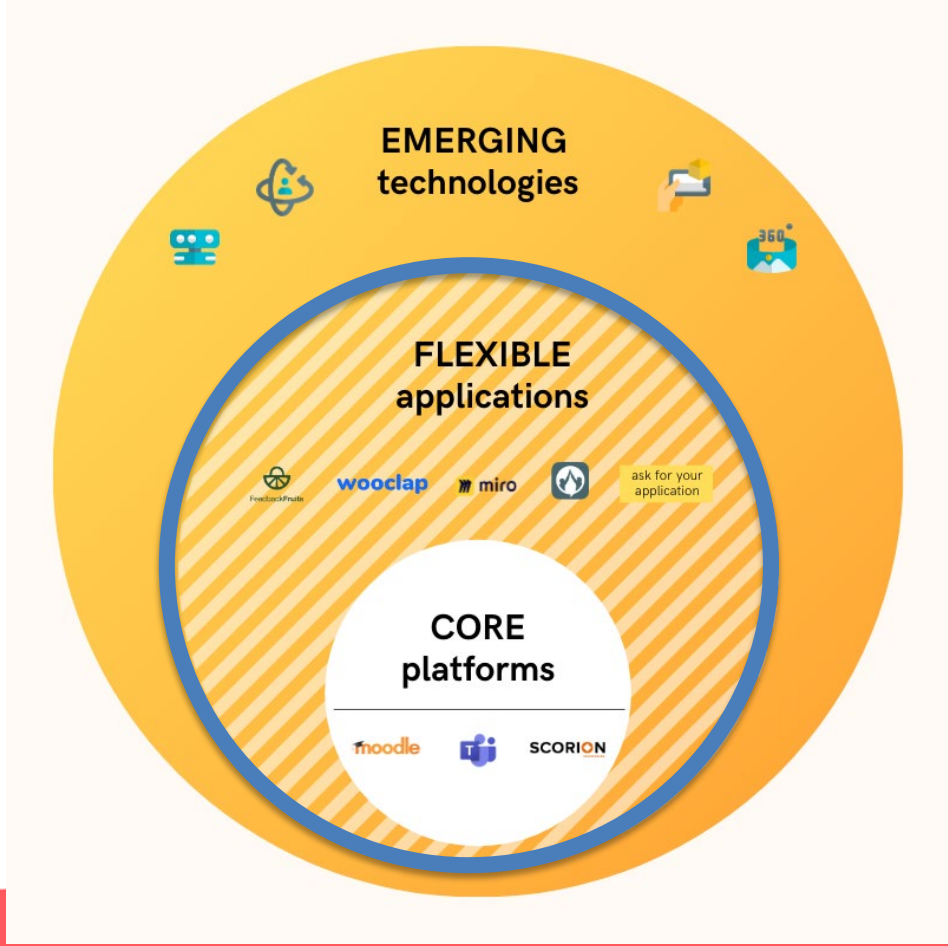
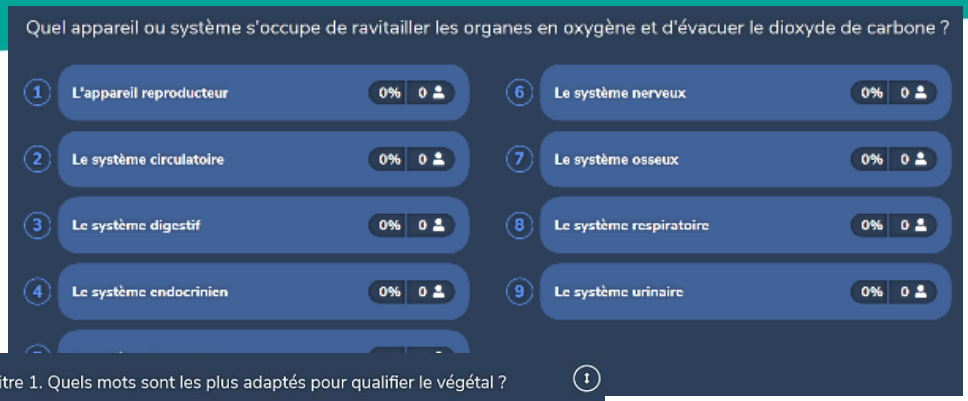


- Feedback tools
- Video tools
- Collaboration tools
- Voting tools
- Transversal skills training tools

Example flexible application: Wooclap

- Interactive app: students use their devices to participate
- Useful for brainstorming, quizzes, etc.
- Used to engage students in lectures.



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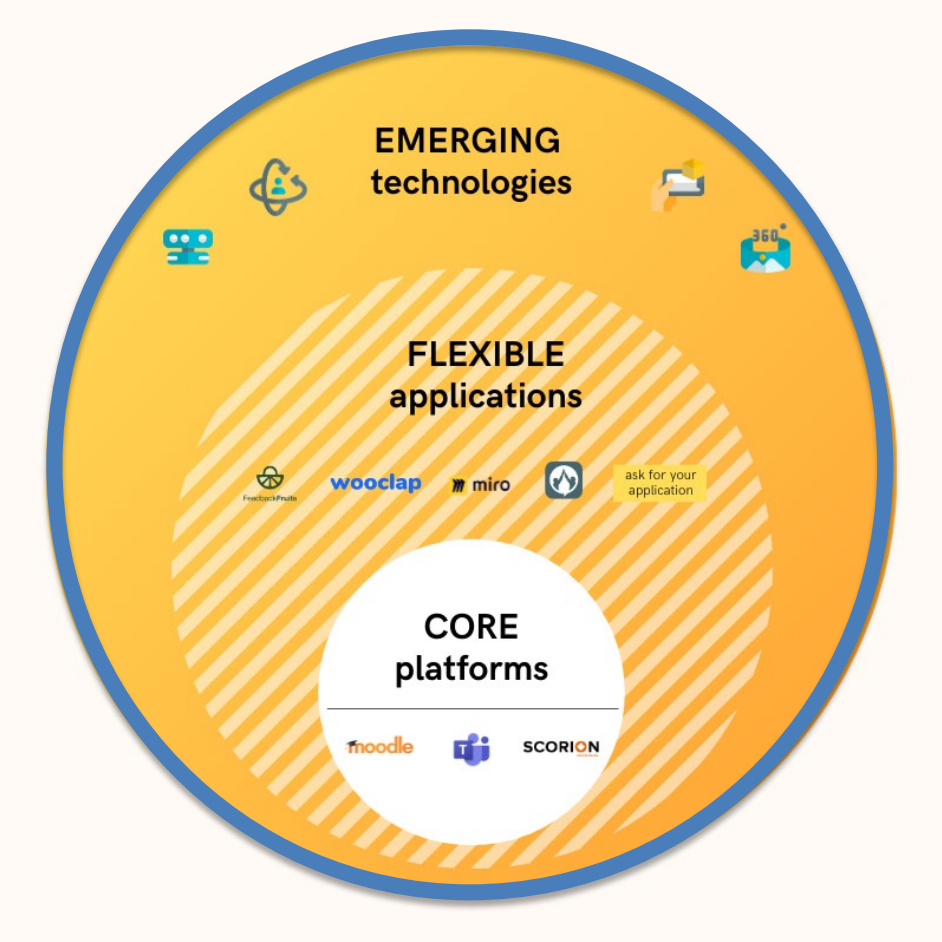
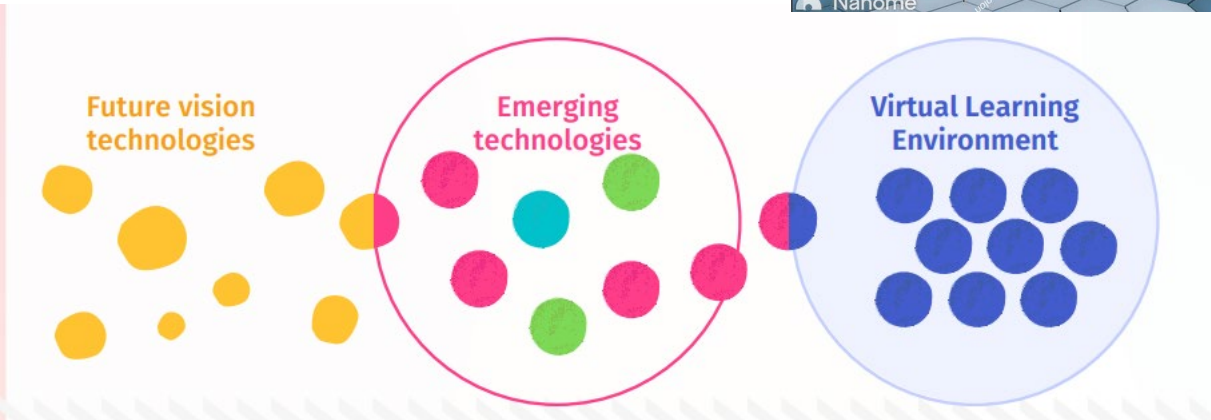


- Mixed realities (virtual and augmented)
- Serious games
- Technology supported fieldtrip



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Example emerging technology (1/3)

Utrecht 2040

- An app that empowers students to create a personal profile on Sustainable Development Goals (SDGs)
- Go into the city to solve team based sustainability challenges
- Out-of-the-building activity, situated learning

Example emerging technology (2/3)

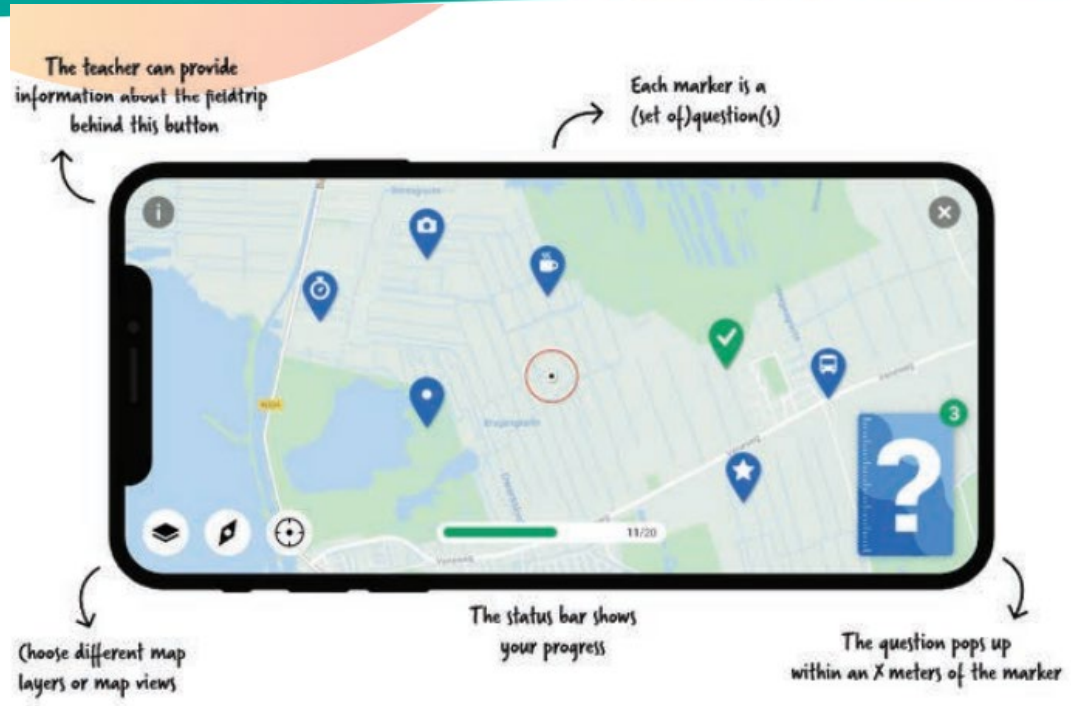
Groundwater Game

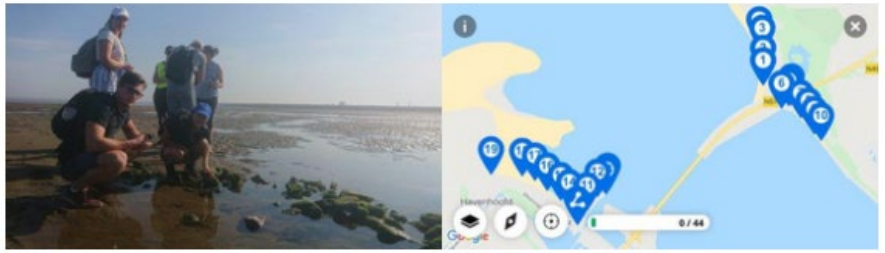
- A serious game that helps students to understand the power of collective action
- Community of farmers who irrigate their crops with groundwater
- Design strategies for sustainable use of common resource

Example emerging technology (3/3)

PEEK app

- Organise fieldtrips
- Assignments, activities or background information at different hotspots
- Students follow a route or visit authentic, situated hotspots





Lessons learned

Human support alongside digital innovation is crucial

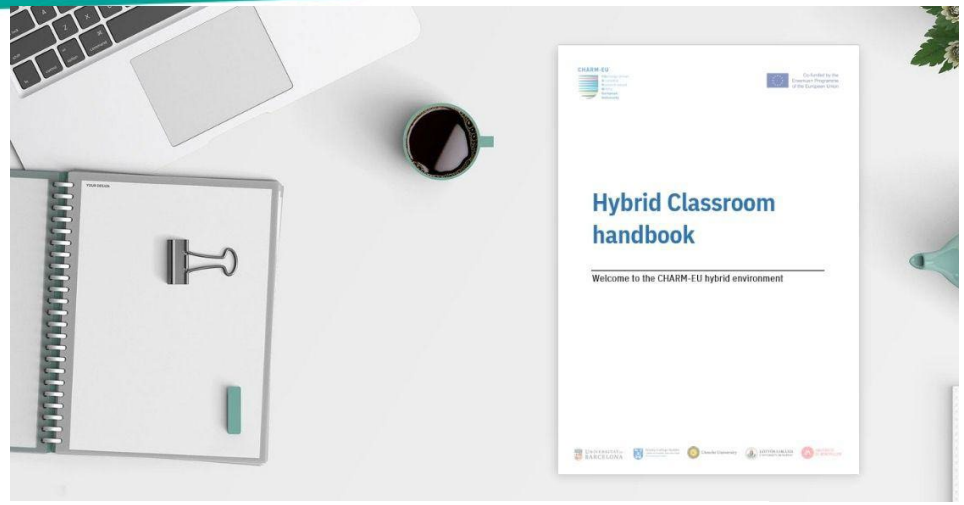
Test-bed is needed before transformation and innovation can take place

Ensure continuous **coordination** and **communication**

Capacity: Invest more than expected ☺

Find out more in our Toolkit!

https://www.charm-eu.eu/nl/toolkit



The CHARM-EU joint Master's in Global Challenges for Sustainability: A Description of Digital Interactions in Teaching and Learning

December 17, 2021 Editorial board Leave a comment

CHARM-EU Joint Master's in Global Challenges for Sustainability employs innovative pedagogical approaches and mechanisms to engage staff and students of diverse backgrounds and disciplines to facilitate, foster and enhance the links between education, research and innovation. The delivery of the course will incorporate flexible, blended and hybrid formats. Partner Universities are: University of Barcelona, Trinity College Dublin, Utrecht University, Eötvös Loránd University and University of Montpellier.

Author: Sanne van Vugt, Utrecht University. See contributors page

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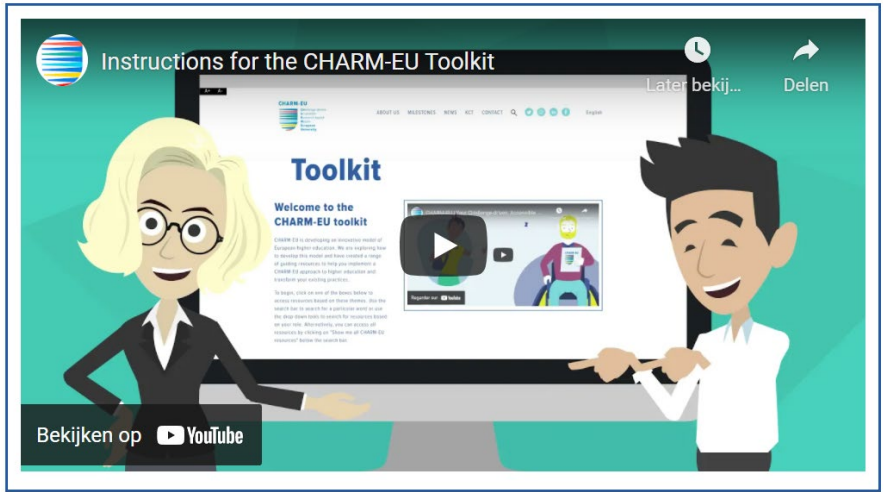

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MOLTES GRÀCIES
MUCHAS GRACIAS
FÒRÇA GRÀCIAS
MANY THANKS
GO RAIBH MAITH AGAT
HEEL ERG BEDANKT
MERCI BEAUCOUP
NAGYON KÖSZÖNÖM
DANKE SCHÖN!

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