

Digital Transformation in HE Road Map



Recommendations to Academic Bodies

PANDEMIC IMPACT EXPERIENCE

- Network capacity and speed to cope with high demand
- Careful selection of the e-learning platforms
- Proper design of teaching, learning & evaluation procedures

DIGITAL INNOVATION

- Creation of digital products
- Continuous qualification & Optimization of products
- On-line training for Teacher's improvement

DIGITAL INNOVATION IMPACT

- Digital Infrastructure
- Technical & Pedagogical Support

GAMIFICATION ADOPTION

- Tool for continuous improvement
- Not reality of everyday life
- Continuous update
- Allocation of resources
- Practical experiences
- Teachers use Gamification as Students

PEDAGOGY QUALITY OF LEARNING & TEACHING

- European & national standards
- Management support & funding
- Artificial Intelligence promotion
- Cyber security and digital Safety
- Gender and cultural equality

DIGITAL INNOVATION STRATEGIES

- Implementation of digital tools & products
- Champion high quality digital course design

DIGITAL LEARNING PROCESS

- Use of online & blended methods
- Promote asynchronous methods
- Improve teachers' & Students' digital skills

DIGITAL TECHNOLOGIES

- Institutional Digital Maturity Factor
- Internal HEIs surveys
- Use of online training models
- Use innovative methods in curriculum design (e.g. Symbiotic Learning Paradigm SLP)

ON-LINE TRAINING

- Ensure previous knowledge on some competences
- Knowledge & accessibility of the platform from all involving parts
- Participants & e-facilitators pre-training

QUALITY STANDARDS

- Use of Quality Assurance Unit
- Digital Teaching
- Digital Administration
- Continuous Monitor & Evaluation
- Evaluation of gamified activities



Road Ahead