

MARCH 2021



# NEWSLETTER 1

## AIM OF THE PROJECT

The project aims at disrupting the learning environment through innovative pedagogies to support modern entrepreneurship and stimulate a change in practice. Interactive MOOC offers inspiring tools in Creative Problem Solving, Design Thinking and Human-Centered Design for successful ventures.

Concretely, the CDTMOOC project is about building up a MOOC platform integrated with strong elements of gamification of learning in a free online course to everyone. The users of the MOOC will discover interesting emerging opportunities from a creative and design thinking approach. It provides GUIDES about effective methodologies and REPORTS about the real needs in terms of innovation in the market and successful cases in European entrepreneurship.



*Our team in Turku, Feb. 2020*

## RESULTS

- Evidence gathering report published on the ISSUU platform and available in English, as well as in partner languages Italian, French, Finnish, Icelandic and Luxemburgish
- Guide on Creative Problem Solving for entrepreneurship published on the ISSUU platform in English (translation to partner languages in progress)
- Guide on Design-Thinking for entrepreneurship being finalised
- Gamification of the course through storytelling created by the partners

## STAKEHOLDERS



**E-LEARNING FOR 2035.**



# UPDATE ON THE COURSE

## Creative Methods in Entrepreneurship

The image shows a screenshot of a game interface titled "John's office" on the left and a video conference grid on the right. The game interface includes a desk with a computer, a chair, and various items. Text annotations describe game elements: "We play John's story" (pointing to a character portrait), "Explore objects to get to know John" (pointing to a book titled "BOOK COVERS"), and "Toolbox: Some educational content can be stored in the player's toolbox" (pointing to a toolbox icon). On the right, text boxes describe "Mood gauges" (involvement, difficulty, satisfaction, self-confidence), "Educational contents" (search engine, PDF, web sites, Facebook groups, emails, texts...), "Context contents" (wallpaper, musics, What's app: discussion thread with friend and parents...), "Educational content" (videos, pictures), and "Context contents" (SMS, Audio messages). The video conference grid shows five participants in a vertical stack.

*Our online monthly meeting, 16.2.2021*

The course **BID20013 Creative Methods in Entrepreneurship** will be available through **FiTech** portal founded by the Finnish Institute of Technology in 2017. **FiTech** covers about 25.000 students and will support the project by reaching a large amount of learners - enrolled students as well as adult learners. The course is hosted under the **DigiCampus** platform at the University of Turku.

The gamification of the content is conducted by our partner **Succubus Interactive**. For this project, gamification is done through storytelling. The learner will follow the life of a young person, and will be requested to make choices, guided by the learning content. The first version of the course will be available in Spring 2021.

The course is part of the University of Turku offering and students enrolled there will have the possibility to get 1 ECTS when passing the course. Other learners will be granted a digital badge.

# PARTNERS

