

DECEMBER 2021



# NEWSLETTER 2

## 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 have a chance to 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

- Guide on Creative Problem Solving for entrepreneurship published on the ISSUU platform in Finnish, French, Italian, Luxembourgish and Icelandic
- Guide on Human-Centred Design for entrepreneurship published on the ISSUU platform in English (translation into partners' languages ongoing)
- Guide on Design-Thinking for entrepreneurship being finalised
- Four learning chapters out of 12 have been gamified and tested by students and adult learners

## STAKEHOLDERS



**E-LEARNING FOR 2035.**

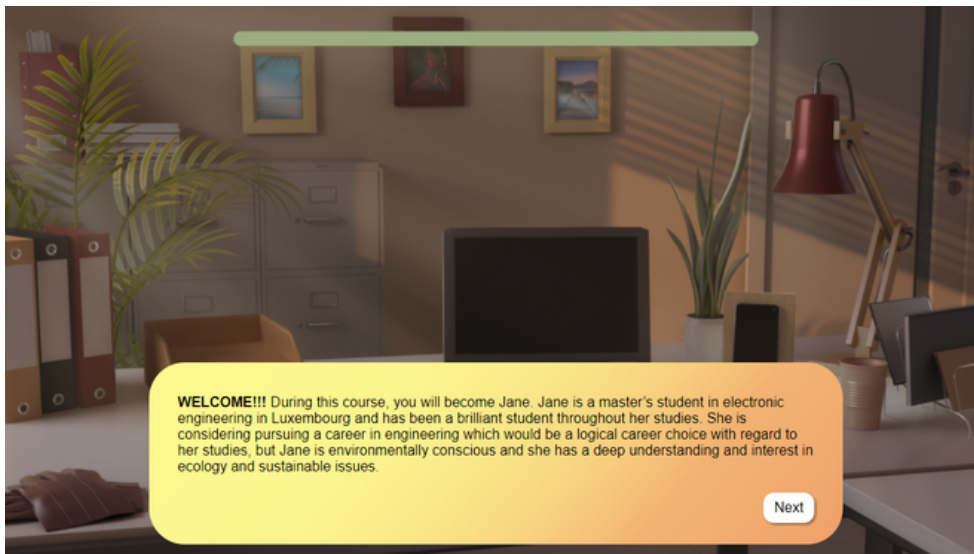


# UPDATE ON THE COURSE

## Creative Methods in Entrepreneurship



The project has been granted an extension and will run until June 2022. Due to COVID-19, most of the project's activities have been conducted online. The extension period makes it possible to resume face-to-face collaborative development activities to finalise the learning materials and the MOOC.



*Updated design of the learner's desktop, October 2021*

The course **BID20013 Creative Methods in Entrepreneurship** is hosted under the **DigiCampus** platform ([digicampus.fi](http://digicampus.fi)).

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, **Jane**, and will be requested to make choices, guided by the learning content. The first version of the course will be available in the start of 2022. The course is part of the University of Turku offering and students enrolled at UTU will have the possibility to get 1 ECTS when passing the course. Other learners will be granted a digital badge.

## PARTNERS

