

# Innovation for teaching

(Online course)

## Transforming Universities towards Entrepreneurship (TRUE)

TRUE is a HEI Innovate project coordinated by Universitat de Barcelona in collaboration with Université de Montpellier, Polytechnic Institute of Lisbon, Universidad de Extremadura (Modest + Innovator, RIS), Siemens, Sapiens Mindset, Fundación UCEIF and Fundació DTI.

Tackling the EIT Health and EIT Digital missions, the mission of the project is to eliminate the obstacles that inhibit innovation and entrepreneurship by strengthening the links in the education knowledge triangle and by making training, tools and personalized support open and readily accessible to European citizens.

### **COURSE COORDINATION:**

Universitat de Barcelona & DTI Foundation

### **DATES AND DURATION:**

10 hours. February 2022  
Self-guided online course

### **ADDRESSED TO:**

Teaching personnel from different faculties interested to acquire a solid basis in Innovation for teaching and willing to further build their knowledge and competences in this field.

### **OBJECTIVE:**

- » To provide the knowledge that helps teaching personnel to improve their work by introducing innovation into their teaching techniques.
- » To promote innovation in teaching to be able to improve participants' knowledge, skills and their learning process.
- » To encourage the use of different teaching, learning and evaluation strategies.

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## STRUCTURE AND METHODOLOGY:

Self-guided online course with **micro-learning capsules**. The course will be hosted in a **virtual campus** and participants will be able to complete it at their own path.

Each topic contains a video with general concepts and another one with an application example of the specific tool(s) explained. Participants will go through all the topics and will perform a self-evaluation test at the end of the course to check their knowledge acquisition.

A Forum will be available to boost interaction among the participants, experience sharing and contact with the course coordinators.

## CONTENTS:

- » How relevant is innovation for university teaching
- » Flipped classroom, including online approach (Just in time teaching and team-based learning)
- » Problem/Project based learning
- » Case study, including online approach
- » Gamification and game-based learning
- » Simulation
- » Online simulation; how to organize a low-cost experience
- » Virtual reality, augmented reality. Haptic reality
- » Objective Structured Clinical Examination
- » Learning and service: community work
- » Information and Communication Technologies (TIC) and teaching innovation

## REGISTRATION:

<http://www.ub.edu/gidp-matice/faces/formatice?curs=49433>

**Deadline to register is:** 6th February

## CONTACT:

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