



Με τη χρηματοδότηση της Ευρωπαϊκής Ένωσης
NextGenerationEU

EDEA DIGITAL PLATFORM

The eDea digital platform is constantly enriched with design activities to develop innovation skills from professional designers. Design activities address complex 21st century challenges related to entrepreneurship or social entrepreneurship.

The eDea digital solution contributes to the digital transformation of innovation and learning activities. The digital format of the actions has as a positive result the increase of interaction in planning and learning processes through multimedia descriptions and services of cooperation and sharing of knowledge and ideas.

Visit the project's digital platform <http://edeaproject.gr/>

Απλοποιήστε την ψηφιακή διδασκαλία χρησιμοποιώντας το eDea

Το Edea απλοποιεί τη μετάβαση από την παραδοσιακή μάθηση, στον ψηφιακό κόσμο. Χρησιμοποιώντας χώρους συνεργασίας για τους μαθητές, οι εκπαιδευτές μπορούν να αξιολογήσουν τους μαθητές τόσο ατομικά όσο και σε ομαδικά επίπεδα.

Εγγραφή

Μια πολυσκοπική πλατφόρμα για τον καθηγητή, τον μαθητή και τον επαγγελματία!

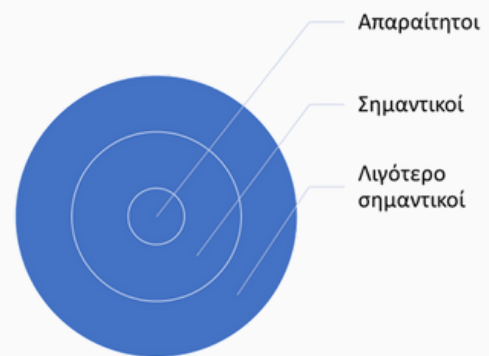
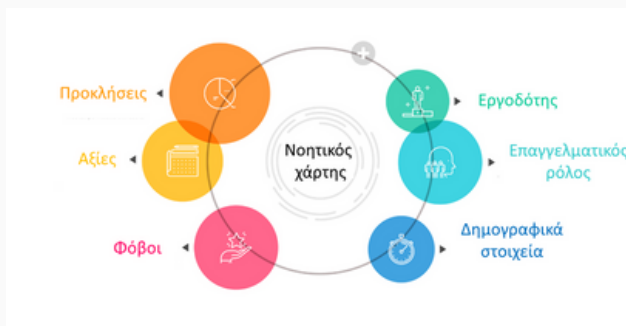
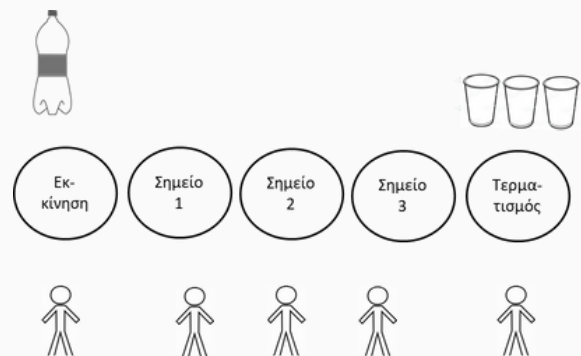
Μεσώ του συνεργατικού καμβά όχι μόνο οι εκπαιδευτές και οι μαθητές, αλλά και οι επαγγελματίες μπορούν να συνεργαστούν και να δημιουργήσουν. Εξερευνήστε έναν δυναμικό χώρο που προσαρμόζεται στις ποικίλες ανάγκες όλων των χρηστών.

Εγγραφή

DEVELOPMENT OF SUPPORTING CONTENTS FOR INTEGRATING DESIGN THINKING ACTIVITIES INTO LEARNING PROCESSES

This technical reference presents **design thinking activities** that can be used **directly** in learning or design processes or **indirectly** as inspiration for new design. The activities:

- Are designed for application in both learning and business environments with the aim of encouraging alternative and innovative thinking.
- Can be applied as presented in the text.
- Can be used as a source of inspiration for new designs.

The technical report is organized in 2 parts.

- **The first part** presents a collection of actions and exercises that can be integrated into the stages of design thinking. Teachers or group facilitators can choose from these activities and combine them to promote innovative thinking.
- In **the second part**, specific cases of problems of the modern era are presented, structured in steps of design thinking that encourage innovative thinking and facilitate their application and execution in contexts of learning or more general innovative design.

STRATEGY FOR PILOT EVALUATION OF THE EDEA DIGITAL INTERVENTION WITH USER GROUPS (FIRST STEP TOWARDS CREATING A PILOT EVALUATION REPORT)

The report will describe pilot uses of digital services and their results see the evaluation strategy which is the first step for evaluation through pilot use.

According to the project implementation schedule, it will be published in October 2024.

The deliverable includes:

- Description of the evaluation method to be used. It will describe additional qualitative success indicators that will be used to document whether the proposed digital game meets the objectives set forth in this proposal.
- Description of the groups that will use the software.
- Description of the activities that each group will perform during the evaluation.
- A description of the feedback each group will provide and how it was incorporated into the digital application.

The deliverable will conclude with a best practice discussion of ways in which the implementation team proposes to integrate the software into design processes.

Visit the project website <http://edea-project.gr/>

PARTNERS



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