



-ChallengHE

Digital Challenge in Higher Education

FINAL REPORT

Scientific Director

Stefania Capogna

Organisations:

Link Campus University (IT)

Contributors

Elisa Pistone

Peer reviewed by

Stefania Capogna, Maria Chiara De Angelis

Secretariat

Elisa Pistone, Luca Torchia

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The project involved a consortium of six partners DITES Research Centre at Link Campus University - Italy; Academia Ltd - Slovenia; Klaipeda University - Lithuania; The Institute for Education - Romania; Hellenic Open University - Greece; Entropy Knowledge Network - (Italy).

More information: <https://d-challenghe.unilink.it/>

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We thank all the partners for their relevant engagement throughout project activities over the three years. We also thank all the associated partners in the project, who in different ways have contributed to ensuring the success of the project: the E-Campus University, Sintaxia and Impact Hub (Italy), the Public Administration Academy of the Republic of Armenia, the Association of Slovene Higher vocational colleges in Slovenia, the Department of education and social work of the University of Patras, the TEHNE - Centre for development of Innovation in Education in Romania, the Association ALL DIGITAL - Enhancing digital skills across Europe and, first of all, the Skillman European Network. The collaboration will provide continuity to the research network and training activities.

Over three years, the D-ChallengHE was directly involved in the project with **more than 2000 people**. It activated **7 Research Networks** that actively participated with their contributions and dissemination activities, creating virtuous relationships and research collaborations among universities involved in the digital revolution, sharing common values and goals. The main results of this great work are summarised in this report.

We thank all institutions, professors, researchers, students, experts, and colleagues for their trust, openness, and commitment to the project. The European Commission should be thanked for the co-funding provided for the D-ChallengHE Project (Code 2022-1-IT02-KA220-HED-000087029) through its Erasmus+ programme.

The first success of the project is represented by the fruitful collaboration with all the consortium colleagues and all partners to whom I express my thanks.

Finally, warm thanks should go to Link Campus University and the Department of Human Science, which led the project and contributed to the success of the project results in various ways.

Stefania Capogna
Project's Scientific Director

EXECUTIVE SUMMARY

The **D-ChallengHE project** aligned with key European Union policies on Learning Quality Assurance in Higher Education (HE), ranging from the 1999 *Bologna Declaration* to the 2018 *Paris Communiqué*, integrating the goals of the *Digital Education Action Plan 2021–2027* and the *Education and Training 2020 strategy*. These frameworks emphasized the critical importance of digital competencies in a knowledge-based society.

The COVID-19 pandemic highlighted unprecedented challenges for global education systems, such as adapting regulations for study timing, examinations, and grants and equipping professors with the skills needed for effective online teaching. Despite the difficulties affecting nearly 1.6 billion students worldwide, the crisis also spurred innovation and accelerated digital transformation in the education sector.

The D-ChallengHE project addressed these challenges by promoting innovation, collaboration, and digital transformation across HE systems through the following objectives:

- **Creating a European hub of universities and research institutes** to share best practices and foster collaboration on HE digitization (WP1, WP2).
- **Developing online training programs** to strengthen professors' skills in delivering high-quality online and blended teaching, focusing on lifelong learning (WP1, WP3).
- **Designing innovative online environments** leveraging gamification to improve transversal and soft skills, such as e-leadership and digital maturity (WP1, WP4).
- **Establishing new Quality Assurance Standards** for online learning to safeguard academic integrity and enhance flexible delivery models (WP1, WP5).
- **Promoting social innovation** through the dissemination of tested best practices across European HE systems (WP1, WP3, WP4, C1).

The project identified a gap in existing e-learning standards, often prioritising quantitative benchmarks over qualitative aspects such as the relational dynamics between students, tutors, and groups. D-ChallengHE worked to fill this gap by developing new online Quality Assurance Standards that emphasized the relational and interactive dimensions of teaching.

Strategic Goals

- **Informing Policy and Governance:** Providing data-driven insights to decision-makers and institutions to support targeted interventions.
- **Fostering Collaboration:** Establishing networks of universities, research centres, and stakeholders to advance the dialogue on HE modernization.
- **Advancing Digital Culture:** Promoting a multi-stakeholder approach to effectively integrate ICT into HE systems.
- **Innovating Pedagogy:** Developing and disseminating forward-looking pedagogical models focusing on qualitative teaching competencies in the digital era.

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D-ChallengHE aimed to address the fragmented European EdTech ecosystem by engaging a wide range of stakeholders, including academic staff, decision-makers, EdTech companies, and NGOs.

The project also provided sustainable frameworks, enabling the replicability of its training model to empower future HE professionals and K-12 educators with enhanced digital competencies.

The thematic network created within D-ChallengHE served as a resource pool for ongoing collaboration, debate, and research, fostering coherence and convergence in addressing the evolving needs of HE institutions. This initiative laid the groundwork for greater interoperability, shared standards, and strategic partnerships, contributing to the digital transformation of HE in Europe and beyond.

Visit the D-ChallengHE website!

www.d-challenghe.unilink.it



Scan the QR code!

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D-CHALLENGHE - PROJECT CODE: 2022-1-IT02-KA220-HED-000087029

INTRODUCTION

The **D-ChallengHE project**, *Digital Challenge in Higher Education*, set out to establish a dynamic, collaborative network connecting universities, research centres, and stakeholders engaged in the digital transformation of higher education (HE). The initiative aimed to design more engaging education and training programs, enhance professional development opportunities for academic staff and HE personnel, and contribute to the ongoing discourse on modernizing HE in the digital era within the European Union.

The project's core objectives were:

- Equipping decision-makers and HE institutions with actionable insights to design data-driven intervention strategies.
- Strengthening cooperative networks across diverse educational institutions to foster a European dialogue on modernizing the HE sector.
- Advancing a digital culture through a multi-stakeholder approach that embraced the systemic complexity of information and communication technology (ICT), integrating diverse social and organizational practices, contexts, and learning models.
- Pioneering a new pedagogical framework that redefined European e-learning in higher education, emphasizing high-quality online teaching and the essential competencies required for educators in the digital age.

The D-ChallengHE project encompassed a wide range of activities across its various work packages, including:

Creation of a Dedicated Hub (WP2)

- Designed and implemented a data collection strategy to establish a permanent observatory.
- Facilitated networking activities to connect research groups across Europe.
- Organized four international online workshops, alongside two calls for panels and two calls for papers.

Training for Innovative Teaching in HE (WP3)

- Developed training tools, educational resources, and assessment materials tailored for online learning.
- Launched a pilot program to evaluate the effectiveness of the proposed online learning model.
- Prepared a detailed report summarizing the results and insights gained from the pilot testing phase.

Engagement Tools for Tutors and Learners in an HE Online Learning Environment (WP4)

- Conducted specialized training on using Serious Games to create digital stories with diverse perspectives.
- Enabled participants to develop stories using the features and functionalities of the Serious Games Editor.

Guidelines for Online and Blended Learning (WP5)

- Drafted comprehensive guidelines for online and blended learning models.
- Facilitated dissemination of the guidelines, collected feedback, and incorporated refinements based on input from partners and stakeholders.
- Completed the final reporting phase, documenting the project's key developments and outcomes.

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WORK PACKAGES

WP1

MANAGEMENT

PM TOOLS

Project Management ensures proper project life cycle management to ensure quality, effectiveness and efficiency. Continuous control and monitoring are carried out through four closely related levels: the operational one referring to the executive sphere; the managerial one connected to the decision-making processes; project quality assurance; the dissemination necessary to guarantee the sharing of the project results.

WP4

TOOLS

“ENGAGEMENT TOOLS FOR TUTORS AND LEARNERS IN A HE ONLINE LEARNING ENVIRONMENT”

WP4 intends to develop engagement tools for students and young researchers engaging in HE, with the intention of:

- a) enhance the digital skills of students and young researchers or support staff;
- b) develop innovative methodologies and tools to be integrated into HE online learning environments.

WP2

NETWORK

“D-CHALLENGE HUB - EUROPEAN DIGITAL INNOVATION HUB IN HE”

WP2 aims to create a universities HUB, including research institutes and stakeholders directly involved in accompanying the digital transformation. The main goal is to develop an observatory on the issues of digitisation of the HE system at the European level, study the changes determined by the pandemic emergency on Higher Education, share best practices and research, and promote new forms of collaboration between different higher education institutions at the European level.

WP3

TRAINING PILOT

“TRAINING FOR INNOVATIVE ON-LINE TEACHING IN HE”

WP3 intends to promote an online training pilot experience for those who teach in Higher Education to promote relationship systems, digital skills and teaching methodologies capable of dealing with the digital transition and the transformations of the platform society.

WP5

REPORT

“GUIDELINES FOR ONLINE AND BLENDED LEARNING”

WP5 aims to promote a more widespread culture of quality for higher education, with particular attention to quality control standards of online learning, professionalisation of teaching staff and teaching quality.

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WP1

PROJECT MANAGEMENT

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WP1

PROJECT MANAGEMENT

All partners actively contributed to the project management work package, ensuring activities were aligned with the project Gantt chart and maintaining the quality of deliverables and final results.

As the lead coordinator, LCU was responsible for the following key tasks:

- Supervising project activities to ensure alignment with the expected outcomes.
- Managing administrative and financial tasks while ensuring smooth coordination.
- Facilitating effective communication and collaboration among all partners.
- Monitoring the implementation and delivery of project outputs and results.
- Compiling interim and final reports with input from all partners.

At the project's outset, LCU developed a comprehensive Management Plan and provided partners with templates to guide their operations. An Action Plan was created to support these efforts and offer additional resources for effective implementation.

To maintain high standards, LCU established a Quality Assurance Plan and a Monitoring and Evaluation Plan, incorporating Key Performance Indicators (KPIs) to measure the success of the work packages (WPs). Each partner was tasked with preparing their evaluation plans and developing assessment tools for their respective WPs.

Through the consortium's collaborative efforts, several reports, including a Progress Report, were produced, and monitoring tools were used to track the achievements of ongoing WPs.

LCU also developed a financial/budget plan with corresponding templates and submitted four financial reports throughout the project to ensure transparency and accountability in resource management. DITES Digital Technologies Education & Society Team thanks all partners for actively collaborating during the management process.





WP2

D-CHALLENGE HUB - EUROPEAN DIGITAL INNOVATION HUB IN HE

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WP2

D-CHALLENGE HUB - EUROPEAN DIGITAL INNOVATION HUB IN HE

The outcomes of WP2, which was oriented toward creating a transdisciplinary **Research Network Hub** interested in sharing research projects and results, focus on higher education transformation under the effects and challenges determined by the *digital revolution* and related *disruptive innovation*.

The **European Digital Innovation Hub in HE** was created through a series of integrated actions addressing the critical needs of the higher education (HE) sector. Key initiatives included the establishment of a Research Hub, creating a Permanent Observatory, and organising four workshops, two calls for panels, and two calls for papers to promote international collaboration among universities, institutions, and researchers.

The D-ChallengHE HUB is a vibrant community that brings together universities, scientists, researchers, policymakers, and educators. Its mission is to explore the complex social impacts of digital transformation in higher education. Operating as an interdisciplinary network, the HUB promotes collaboration across Higher Education Institutions (HEIs) and adopts a transdisciplinary approach to research. This effort is unified by a shared vision, ethical standards, goals, and Key Performance Indicators (KPIs).

Through its **Permanent Observatory**, the Hub addresses critical challenges in digitising the higher education system at a European level. It facilitates the exchange of best practices and strengthens collaboration among HEIs, offering a platform for the publication and open discussion of scientific research. This platform encourages contributions from diverse perspectives, enriching the discourse on digital transformation.

The **Hub** creates numerous opportunities for networking and knowledge sharing through events such as transnational roundtables, symposiums, conferences, and thematic calls for papers or panels. Structured around interdisciplinary, the research network Hub aligns teams under a cohesive framework with shared metrics, goals, and analytics. A dedicated director oversees the Hub, mentoring team members and fostering an environment that encourages collaboration, goal-setting, and accountability. Implementing realistic KPIs, regular measurements, and audits ensures progress tracking and upholds high-quality standards. Interested participants are invited to join this international, interdisciplinary network by completing the membership form.

The **D-ChallengHE Research Hub** further enhances collaboration by connecting scientists via a shared platform to facilitate participation in scientific events, training sessions, and joint projects. As a technology-enabling agent, the Hub collaborates with universities, educational institutions, and external research centres to develop a robust digital ecosystem. This ecosystem aims to drive engagement in the digital transformation of higher education, a process significantly accelerated by the pandemic crisis.

RESEARCH NETWORKS

The Research Hub comprises interdisciplinary research groups (RNs) that foster knowledge exchange and collaboration around shared interests, passions, and objectives. The Hub currently engages **69 members** across the following research networks:

RN.1

New Role of HEIs in Front of Globalisation and Global Crises. Values, Mission And Goals For The Future Of HEIs

RN.2

Artificial intelligence in HEIs

RN.3

The economic, social, and ecological sustainability of digital transformation

RN.4

Curriculum design and mismatch job supply demand, skills for a changing society

RN.5

Soft skills for HE students, innovating teaching models, tools for supporting teaching and learning

RN.6

Digital and emerging skills (green, STEM, inclusive education)

RN.7

Academic Research: ethical and methodological issues, Computational challenges for humanity

It is always possible to take part in the research network Hub. Participation is free. For more details concerning how to participate, visit the **Research Network**:

<https://d-challenge.unilink.it/about-us/research-network/>.

The Hub's research and collaboration efforts focus on critical areas essential to the digital evolution of higher education in Europe:

- **Digital Revolution in Europe**: Investigating the digital transformation in higher education from a European perspective, particularly in response to the challenges posed by the coronavirus pandemic.
- **Online and blended learning**: Promoting inclusion, lifelong learning, and innovation in alignment with the Bologna Process and the European Commission's "Rethinking Education" initiative.
- **Key Skills for Digital Teaching**: Identifying and fostering the essential skills and competencies required to teach online or blended environments as outlined in European educational policies.
- **Professional Development for Educators**: Supporting the ongoing digital professional development of higher education professors is a cornerstone of European strategies for educational advancement.
- **Quality Standards in Online Teaching**: Ensuring the centrality of quality standards in online education to provide effective and inclusive learning experiences.

Several initiatives were implemented under the D-ChallengHE research network during the three project years. Following the main important activities

CALL FOR PANEL PROPOSALS AND FOR WORKSHOPS

**20th Annual International Scientific Conference
Social Innovations for Sustainable Regional
Development**

April 25-26, 2024
Klaipeda, Lithuania

HEAD'24

**The first workshop of Research Network 1, titled
"Reinventing University: The Digital Challenge
in Higher Education," part of the D-ChallengHE
project.**

July 9, 2024

**REINVENTING
UNIVERSITY. THE
DIGITAL CHALLENGE IN
HIGHER EDUCATION**

**An international scientific conference on digital
transformation in higher education.**

April 25-26, 2024
Klaipeda University, Lithuania

**UNIVERSITIES FACING
THE DIGITAL
CHALLENGE: FROM
EUROPEAN POLICIES TO
ACADEMIC GOVERNANCE**

**The third D-ChallengHE workshop focused on
European policies and academic governance in
the digital age.**

November 30, 2023
Department of Educational Sciences, Roma Tre University

**DIGITAL PEDAGOGY IN
HIGHER EDUCATION**

**The workshop is available online or in person
and is dedicated to digital pedagogy in higher
education.**

March 15, 2024
Bucharest, Romania

HEAD'23 CONFERENCE

Workshop titled "Reinventing University: the Digital Challenge in Higher Education" at the HEAd'23 conference.

November 8, 2023

**SKILLMAN.EU
INTERNATIONAL
CONFERENCE**

Skillman International Forum 2023 with the theme "The Planet of Skills. Revised Perspective on Networking Potential."

October 26-27, 2023

Riga, Latvia

**DIGITAL CHALLENGE
IN HIGHER EDUCATION
- FINAL CONFERENCE**

A scientific-practical conference for educators in higher education.

June 14, 2024

Klaipeda University, Lithuania

**INTERNATIONAL
CONFERENCE ON DIGITAL
PEDAGOGY**

International conference on digital pedagogy hosted by the National University of Political Studies and Public Administration (SNSPA).

March 15, 2024

Bucharest, Romania

**COMPETENCE DEVELOPMENT
IN THE DIGITAL ERA**

The event focused on competence development in the digital era.

October 27, 2023

MyWay Hotel, Patras, Greece

PERMANENT OBSERVATORY

The Observatory is a **dynamic repository**, offering the latest publications and discussions within key scientific fields relevant to the D-ChallengHE project's focus areas. Unlike a traditional research station, the Observatory, as a collaborative research hub, transforms academic findings into accessible articles, posts, and multimedia content. This platform tracks and shares ongoing developments in educational technology, fostering knowledge exchange across various scientific interest categories. Topics include the digital revolution in higher education, online and blended learning in the European Higher Education Area, essential skills for teaching in digital and blended environments, professional development for educators in digital contexts, and quality standards for online teaching. Through this comprehensive collection, the Observatory aims to provide a continuously updated, insightful resource for those engaged in the digital evolution of higher education.

The observatory's construction was based on contributions from **Research Networks**, formed as part of the D-ChallengHE project. Multiple communications were sent to Research Networks (RNs) members to inform them that they should complete the designated file to contribute to and expand the project database. The D-ChallengHE project aimed to establish a shared, interdisciplinary, and transdisciplinary database to compile the most valuable scientific contributions examining the impacts of digital transition on universities from various perspectives. For this reason, the contributions available through the observatory's dataset are primarily in English. However, they also include entries in the national languages of the various authors who have shared their work. RNs members were asked to report any contributions relevant to the thematic areas by filling out the file using the provided link.

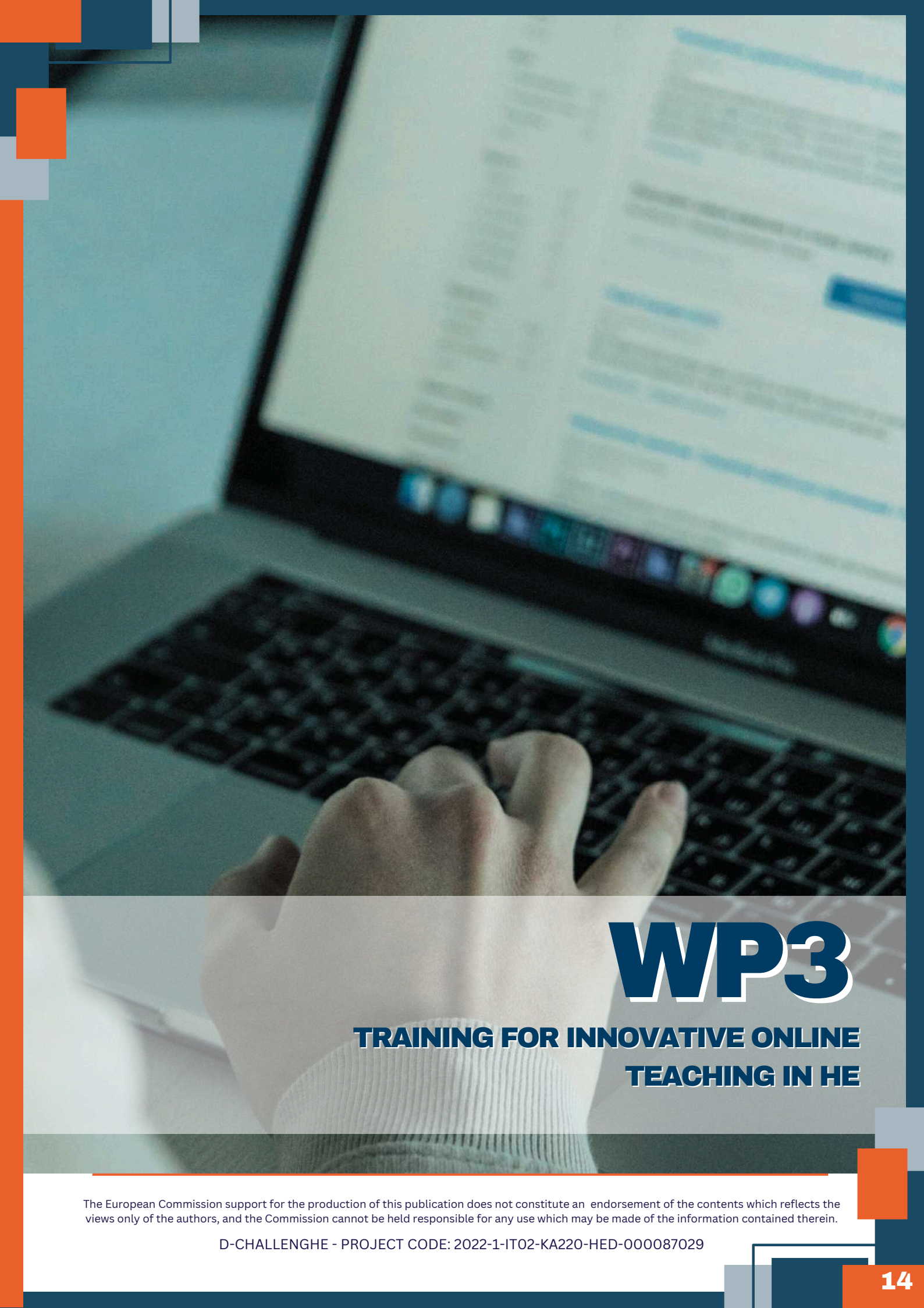
Furthermore, the **D-ChallengHE Observatory** has gathered various datasets aligned with the project's goals. These include global (non-European), European, and Italian datasets indexing scientific content, articles, and more on the project's key topics. Many of these datasets contain content that is predominantly or entirely open-access. All these efforts aim to support the Observatory's objectives of fostering networked dissemination of knowledge and best practices. The associated institution and country are specified for each dataset, along with a description of the data provided and the process through which it was obtained. Additionally, a brief suggestion is included on utilising the available content within the areas of interest outlined by D-ChallengHE. This information aims to guide users in effectively understanding the datasets and their potential applications.

This collection of knowledge is publicly accessible on the project website at <https://d-challenghe.unilink.it/observatory/>.

Leveraging collected contributions, a **Permanent Observatory** was established, housing a dataset of 63 entries. This repository showcases recent publications and discussions across various scientific fields categorised by scientific interest.

Explore the Observatory: [Permanent Observatory](#).

It is always possible to participate in updating the observatory by [filling out this form](#)



WP3

TRAINING FOR INNOVATIVE ONLINE TEACHING IN HE

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WP3

TRAINING FOR INNOVATIVE ONLINE TEACHING IN HE

The outcomes of WP3 were achieved through dedicated collaboration and active communication among project partners. As the work package leader, Academia spearheaded the development of the D-Challenge platform on Moodle, provided technical support, and prepared promotional materials. Each partner played a key role in creating content, testing the platform, and contributing to the evaluation process, ensuring the project outcomes were both high-quality and impactful.

COURSE DEVELOPMENT AND COLLABORATION

To ensure the relevance of the courses, all partners conducted initial research to identify gaps in digital teaching knowledge among higher education professionals. The focus areas included soft skills, digital methodologies, and AI integration in education.

Three courses were developed to address these gaps, with content designed under a unified curriculum plan:

1. **Klaipeda University** created the course on **Soft and communication skills**.
2. **Hellenic Open University (HOU)** developed resources on **Online teaching methodologies**.
3. **Institute for Education** designed materials focusing on **AI in education**.



Thanks to the virtuous agreement established by the [Skillman Riga 2023 Declaration](#), three English courses remain active and freely accessible through the [Skillman partner](#).



DITES Digital Technologies Education & Society

Online Teaching Methodologies

With the rapid growth of online education, it is crucial for educators to acquire effective online teaching methodologies to ensure student engagement and learning outcomes. This comprehensive course is designed to equip participants with the necessary knowledge and skills to excel in the online teaching environment. Participants will explore various instructional strategies, tools, and techniques to create engaging and interactive virtual learning experiences.



DITES Digital Technologies Education & Society

Soft and Communication Skills For Digital Teaching

In online teaching, good communication skills are crucial for boosting students' success and keeping them engaged, even more so than in traditional classrooms. This course delves into key strategies to assist higher education teachers in navigating the digital landscape. Covering nonverbal cues and synchronous teaching tools, it explores techniques to guarantee clear and meaningful communication with students in the online setting.



DITES Digital Technologies Education & Society

Use of Artificial Intelligence in Education

Artificial Intelligence (AI) in Education is an asynchronous online course aiming to familiarize education professionals with the pedagogical, technical, and ethical aspects of using AI in education. During the training, participants are involved in debates about the learning value of AI and are invited to exercise various AI tools to design learning paths, develop support materials for teaching, and build relevant, up-to-date, effective educational situations.

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WP3 - TRAINING FOR INNOVATIVE ONLINE TEACHING IN HE

Academia took the lead in reviewing, editing, and integrating the materials into the platform, ensuring a cohesive and comprehensive e-learning experience.

Staff training activities supported this effort by aligning instructional planning, familiarising participants with the platform, and refining material development methodologies.

Explore the platform: <https://d-challenge.eu>

STAFF TRAINING IN GREECE

HOU played a pivotal role in organizing and hosting a staff training event from September 20–22, 2023, at its facilities in Patras. The training included:

Day 1

Expert presentations on digital technologies in higher education, responding to HOU's call for contributors.

Day 2

Collaborative sessions where project staff co-designed WP3 and WP4.



A total of 26 staff members from all partners participated in this in-person training, which fostered idea-sharing and collaboration.

GREEK MULTIPLIER EVENT



On October 26, 2023, HOU organized the Greek Multiplier Event, presenting the D-ChallengeHE training program, online courses, educational content, and the Greek action plan to a targeted audience. This event aimed to engage key stakeholders and attract participants for the upcoming training programs. Read more: [HOU Multiplier Event](#).



WP4

ENGAGEMENT TOOLS FOR TUTORS AND LEARNERS IN A HE ONLINE LEARNING ENVIRONMENT

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WP4

ENGAGEMENT TOOLS FOR TUTORS AND LEARNERS IN A HE ONLINE LEARNING ENVIRONMENT

Serious Games (SGs) are "interactive virtual experiences designed to achieve specific learning objectives by activating playful dynamics". This definition underscores the centrality of the ludic component, which is not merely an accessory element but an essential feature of SGs. Evidence from practice supports this view, highlighting how the playful nature of Serious Games enhances their learning potential, making them truly multidimensional tools for education and training.

Thanks to their versatility, Serious Games engage multiple dimensions of learning. At an individual level, they foster knowledge acquisition by creating immersive and interactive environments. From a social perspective, they are widely recognised as powerful tools for promoting social learning, as demonstrated by numerous examples aimed at developing interpersonal skills. Additionally, Serious Games allow participants to explore diverse phenomena, situations, and identities freely. This fosters critical reflection, influencing attitudes and frames of reference and engaging the cultural dimension of learning.

Within the framework of the D-ChallengHE project, this innovative methodology was leveraged to create seven Serious Games. These games were specifically designed to address various learning objectives, from individual skill development to fostering collaboration and critical thinking, contributing to the broader goals of digital innovation in higher education.

All project partners participated in three training sessions, each lasting approximately three hours.

TRAINING SESSIONS OVERVIEW

1. Session 1: Introduction to Serious Games (SGs)

- Defined SG objectives and identified the skills and behaviours to be assessed in students.
- Partners used a provided template to organise their SG plans.

2. Session 2: Storyboard Development

- The storyboard structure was presented, supported by a template designed by P5.
- Partners outlined their SG summaries, detailed steps, and player interactions.

3. Session 3: Editor Demonstration

- Introduced the SG editor through practical examples.
- Partners received a comprehensive manual for platform usage.

After the training, partners began developing their SGs involving students. During this phase, P5 provided support by organising short meetings on request and validating storyboards. Once validated, partners uploaded their SGs into the editor. For this purpose, P5 created one account for SG creation and 10 user accounts for student testing.

SERIOUS GAMES CREATED BY PARTNERS

The collaborative effort resulted in seven Serious Games involving 192 participants, each tailored to specific skills and learning objectives:



LEA: Limit-Exercise-Advancement

Focus: HR management, leadership, communication, conflict resolution, team building, decision-making, and flexibility.
Link Campus University



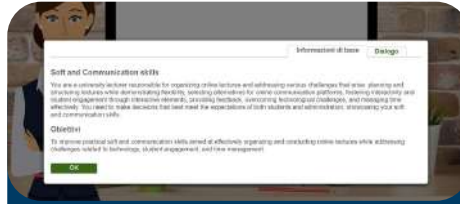
Servizio impeccabile: La missione del cameriere

Focus: Stress management, emotional awareness, adaptability, and coordination.
Link Campus University



Il Circo Magigalu

Focus: Managerial competencies, relationship building, stress management, issue resolution, motivation, and decisive leadership.
Link Campus University



Soft and Communication Skills

Enhancing soft skills, empathy, adaptability, and resilience for effective digital teaching.
Klaipeda University



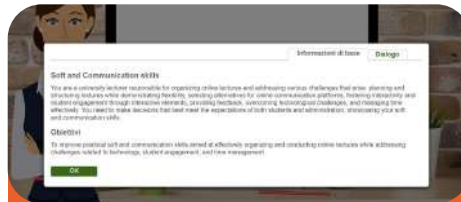
SERIOUS GAME

Problem-solving, teamwork, communication, and time management within a fashion photoshoot scenario.
Academia



European Car Rental Service

Team collaboration, active listening, and critical thinking in group settings.
Hellenic Open University



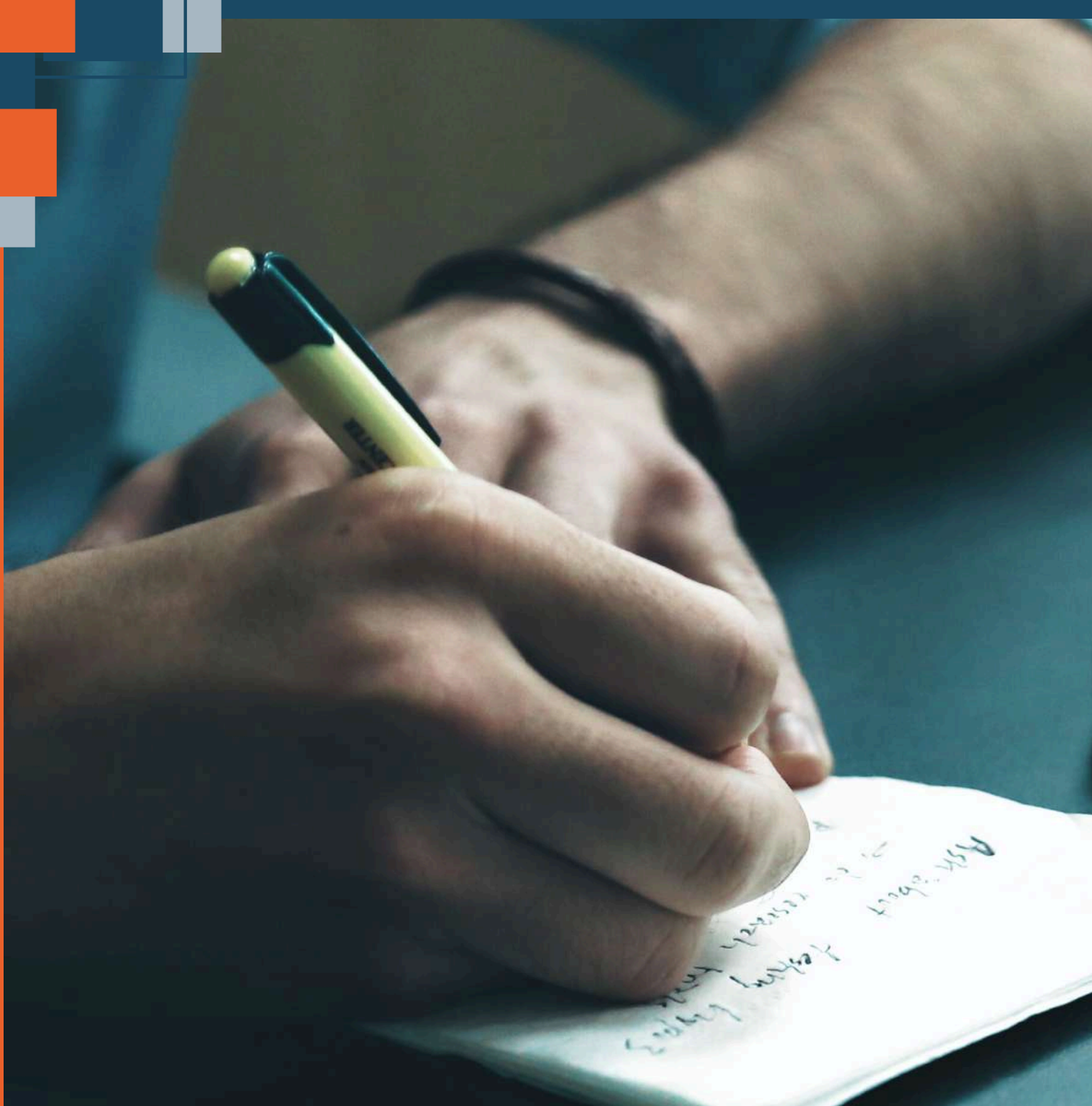
Mind Mingle

Metacognitive skills, self-reflection, strategic planning, and informed decision-making.
Institute for Education

PLAY WITH US!

[Click here to download the report of the activity](#)

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WP5

GUIDELINES FOR ONLINE AND BLENDED LEARNING: DESIGN, DELIVERY, ASSESSMENT, AND EVALUATION OF STUDY PROGRAMMES

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WP5

GUIDELINES FOR ONLINE AND BLENDED LEARNING: DESIGN, DELIVERY, ASSESSMENT, AND EVALUATION OF STUDY PROGRAMMES

WP5's primary aim was to develop guidelines to enhance online and blended learning in higher education (HE). It tackled key challenges, obstacles, and opportunities in implementing quality teaching practices at national and institutional levels.

The guidelines were tailored to address the specific needs of diverse stakeholders, including policymakers, academic staff, students, administrative and technical staff, content developers, education experts, and instructional designers.

The guidelines serve as a reference point for a European framework to foster a quality culture in online learning. The primary target audience includes academic institutions looking to improve their quality assurance policies, digital tools, and teaching staff professional development.

[The latest version of the D-ChallengHE Guidelines is available online in an open-access format: Access the Guidelines.](#)

An interactive version of the guidelines is also accessible, allowing stakeholders and visitors to provide real-time feedback through annotation tools like Diigo and Hypothesis. The guidelines are periodically updated based on stakeholder feedback to ensure they remain relevant and practical **[Interactive Guidelines.](#)**

FRAMEWORK AND FOCUS AREAS

WP5 contributes to defining a quality assurance framework for online and blended education, with a focus on:

- Lessons learned from the COVID-19 and post-pandemic period.
- Insights from online training for teaching staff (WP3).
- Results and opportunities identified in WP4.
- Initial collaborations among members of the D-ChallengHE HUB (WP2).

The guidelines aim to assist decision-makers and institutions in designing engaging, relevant, and high-quality education programs that align with learners' needs and expectations. They emphasise:

- Quality dimensions of teaching in the digital era.
- Emerging skills required for digital teaching environments.
- Assessment methodologies and tools for evaluating online teaching and learning.



FINAL CONFERENCE

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On **June 15, 2024**, the D-ChallengHE partnership came together in Klaipeda, Lithuania, to mark the conclusion of the “Digital Challenge in Higher Education” project, funded by the ERASMUS+ program. This initiative, aimed at fostering digital innovation in higher education, brought educators and experts to reflect on its outcomes and explore future opportunities.

The event, hosted by the Faculty of Social Sciences and Humanities at Klaipeda University, welcomed participants from Italy, Greece, Lithuania, Romania, and Slovenia, highlighting the project’s strong international collaboration.



KEY EVENTS

Day 1: Final Partnership Meeting (June 14th, 2024): The discussions focused on wrapping up project activities, assessing their impact, and reflecting on lessons learned.

Day 2: Digital Challenge in Higher Education Conference (June 15th, 2024): Held at Klaipeda University’s Aula Magna conference hall, the event brought together over 100 educators in higher education to explore the intersection of digital innovation and education.

HIGHLIGHTS FROM THE CONFERENCE

- Erika Zuperkiene (Klaipeda University) introduced the project and conference.
- Stefania Capogna (Link Campus University) presented the *European Digital Innovation Hub*, a core project outcome.
- Nina Gaube (Academia) shared insights into the *D-ChallengHE online learning platform* and the results of the pilot implementation.
- Olimpius Istrate (iEDU) discussed the transformative impact of *artificial intelligence in education*.
- Roberto Vardisio (Entropy Knowledge Network) introduced *engagement tools*, including developing and applying *serious games*.
- Simona Velea and Dr. Olimpius Istrate (iEDU) presented the *guidelines for designing, delivering, and evaluating online and blended learning programs*.
- Vonitsanos Gerasimos explained the local experience through the *experimentation of WP4 for creating serious games* with students.

Three years of collaborative work culminated in the final partnership meeting and conference in Klaipeda. It showcased the project’s achievements and reaffirmed the shared vision for advancing digital education.

As the project concluded, its outcomes and tools were expected to continue inspiring and supporting higher education institutions in embracing digital innovation.



DISSEMINATION ACTIVITIES

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Below a brief summary of the dissemination activities carried out during the project

Project website: <https://d-challenghe.unilink.it/>

D-ChallengHE events <https://d-challenghe.unilink.it/events/>

Partner websites and social media: reaching over 100,000 contacts.

Dissemination events

- [Academia Staff Mobility International Week](#)
- [International student conference of future teachers](#)
- [Event organised by the Institute for Education](#)
- [International conference of Digital pedagogy](#)
- [III Conferenza Internazionale Scuola Democratica](#)
- [16th Conference of the European Sociological Association](#)
- [Esa Conference](#)
- [Alta Scuola Internazionale di Sociologia](#)
- [2nd International workshop](#)
- [Skillman.eu News](#)

Publications

- [Article in a national pedagogic journal, EDICT](#)
- [Academia Magazine](#) (over 14.000 online visitors and 9.000 printed copies monthly)
- [Reinventing University: The Digital Challenge In Higher Education](#)

EU-PLATFORM

EPALE was used to disseminate news about the project:

- [Join the D-ChallengHE Project: Collaborate on Digital Transition Research in Higher Education](#)
- [A Framework to Approach Digital Education and CPD in Higher Education](#)

Newsletter

- [4 D-ChallengHE newsletter](#)
- [DITES newsletter](#)
- [Skillman.eu](#)

Call for Panels

- [International Conference on Digital Pedagogy](#)
- [20th Annual International Scientific Conference](#)

Call for Papers

- [Reinventing University: the Digital Challenge in Higher Education](#)
- [Conference on Digital Pedagogy](#)
- [20th Annual International Scientific Conference](#)

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D-CHALLENGE NUMBERS

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The following outlines the significant achievements of the project, specifically regarding the engagement of professors, researchers, students, and academic institutions.

281 PROFESSORS

230 RESEARCHERS
involved in WP activities

220 RESEARCHERS
involved in Workshops

1395 STUDENTS

18 ACADEMIC BODIES

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PROJECT CONSORTIUM

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Link Campus University is a non-state public university that is legally recognized by the Italian University Regulations. LCU's mission is to promote research, studies and training activities. The main goals are the development and dissemination of knowledge in the fields of Economics, International and Political Relations, Business Organization, Communication, Legal matters and all other disciplines of socioeconomic, artistic, cultural, environmental and health-related bases. Link Campus University has many research centres. This project is involved the [DiTES research centre](#).



Entropy Knowledge Network is a consultancy enterprise, that works on managerial training, organizational development, and new technologies applied to learning (Technology Enhanced Learning). Its research work translates into methodologies and innovative learning solutions (Serious Games, Augmented Reality, Educational Robotics, Social collaboration) that contribute to generating value for our customers. Through its interventions, Entropy supports companies in activating the creative potentials that are key to personal and organizational effectiveness.



The Institute for Education (Romania) is a non-governmental organization that aims to promote innovation in education and educational research, providing high-level expertise, quality programs, projects and activities. The organization has focused its activities on supporting the implementation of new technologies in education and training, contributing to projects with national impact.



Hellenic Open University (HOU) is the only Greek State University that offers formal and non-formal lifelong education, in both undergraduate and postgraduate levels, to more than 40.000 students who are dispersed all over the country. Its training methodology combines distance learning with principles of adult education, relies heavily on digital material and virtual meetings and used online training platforms and tools.



Klaipeda University (KU) is the only one university in Western Lithuania. Its key activities related to the implementation of bachelor, master and doctoral studies in social sciences and humanities, in health sciences, life sciences and technological sciences, and participates in numerous national and International projects.



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DiTES

Link Campus University

Stefania Capogna
Maria Chiara De Angelis
Luca Torchia
Sergio Pappagallo
Manuela Minozzi



Entropy Knowledge Network

Roberto Vardisio
Patricia Chiappini
Elisa Pistone



The Institute for Education

Olimpius Istrate
Simona Velea



Hellenic Open University (HOU)

Theodor Panagiotakopoulos
Fotis Lazarinis
Gerasimos Vonitsanos
Stefanos Armakoloas
Achilles Kameas



Klaipeda University (KU)

Erika Župerkienė
Ligita Šimanskienė
Darius Burgis
Jurgita Paužuolienė
Dalia Jakulytė



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Žan Dapčević
Andrej Sterniša
Bojan Dapčević
Vida Perko
Natalija Žunko
Nina Gaube

ASSOCIATED PARTNERS



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[Public Administration Academy of the Republic of Armenia \(PAARA\)](https://www.paara.am)



[Association of Slovene Higher vocational colleges](https://www.skupnostvs.si)



[Department of education and social work of the University of Patras](https://www.upatras.gr)



[TEHNE - Centre for Development and Innovation in Education](https://www.tehne.si)



[ALL DIGITAL - Enhancing digital skills across Europe](https://www.all-digital.eu)



[SINTAXIA](https://www.sintaxia.eu)

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