# Sharing and Unlocking Good-Practices of "Educational Innovation with ICT"

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Voorbeeld van een Good Practice







#### **Outline**

- Background
- Underlying rationale
- Good practices
- Designing the template
- Collecting examples
- Implementation guidelines
- Active discussion
- Wrap-up

#### Background

- (Higher) educational innovation with ICT.
- Added value: Free accessible good practices database.
- Literature: Prinsen & Van der Stappen (2021).
- Creating a learning community for sharing knowledge and by exchanging good practices to:
  - Inspire,
  - Translate theory into practice and vice versa: contribute to theory building,
  - Validate innovative educational designs,
  - Further substantiate (blended) learning by ICT usage,
  - Enable sustainable innovation,
  - Upscale experiments.

### **Underlying rationale**

The assignment, formulated as such regarding the 3 zones of "Evidence Informed Educational Innovation with ICT", "Teacher professionalisation" and "Practical Skills", reads:

- Design a joint <u>strategy</u> for retrieving/collecting good-practices and assessment tools.
- 2. Formulate a joint <u>set of criteria</u> regarding good-practices and assessment tools to be collected.
- 3. Develop a <u>manual</u> for an evidence-informed implementation of good practices and assessment tools. (including the ones that do not (yet) comply).

#### **Good-practices**

Underlying what principles?

- Go to www.menti.com and use code XXXXXXX
- Reply to the two hypotheses stated.

Discussion and opinion-forming.

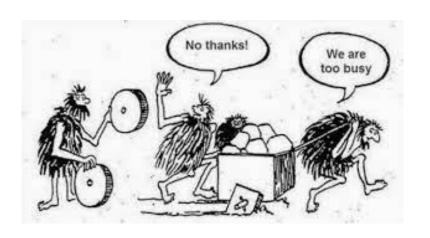


# Retrieval and collecting a strategy for goodpractices and assessment tools

Good examples: What are we looking for?

When you already have a good example. What's next?

Examples of good-practices > <u>link</u>



# The elaboration of good-practices in the designed template

 What leads to successful educational innovations with applications of ICT?

Principles of implementation related to practice.

Template elaboration in 19 elements.

Support by means of a manual.



## 19 elements for designing good-practices

#### **Contact Acceleration plan & Designer / developer**

- 1) Title
- 2) Goals
- 3) Implementation group
- 4) Type of Implementation
- 5) Gradiation
- 6) Category
- 7) Summary
- 8) Context
- 9) Approach

- 10) Target group
- 11) Fases Evidence Informed
- 12) Proof
- 13) Stakeholders
- 14) Resources
- 15) Challenges
- 16) Success factors
- 17) Contact
- 18) References
- 19) Optional

#### Implementation guidelines

- Manual for evidence-informed implementation of good-practices associated with assessment tools.
- How to handle content that does not (yet) comply with the manual?
- Intertwining good-practices in realistic educational practice.
- If you want to know more and/or already getting started? Please consult the following guidelines: "Develop your own implementation plan".



#### **Active discussion**

Consensus by means of the didactic method placemat

• Central question: "What requirements must a platform fulfil if you want to apply educational innovation by means of ICT usage?"

#### Wrap-up

- Are we finished then?
- Screening of new good-practices to be collected on the basis of common criteria.
- The need to unlock and share good-practices and how they can be made accessible to a broad audience.
- Dissemination of good-practices incorporated into the database to make them widely accessible.



#### Thank you so much for your attention

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("At OU, we have two open PhD positions: Serious Games | AIED - contact me!")

