

ReSTI Curriculum & 5-Door Approach to e-Learning

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Excellence in Research, Social and Technological Innovation Project Management
– **Excellence-in-ReSTI**

www.interreg-danube.eu/excellence-in-resti



Module 1: EU POLICIES

- 1.1. EU Grant Landscape & Funding Structures
- 1.2. EU Policy Goals and Guidelines
- 1.3. EU Strategy EU 2030 and Beyond

Module 2: PROJECT DESIGN

- 2.1. Introduction to Grant Application Writing & Impact
- 2.2 Advanced Project Development and Application Preparation
- 2.3. Forming a Consortium
- 2.4. Budget Development

Module 3: PROJECT MANAGEMENT

- 3.1. Introduction to Project Management
- 3.2. Risk Management
- 3.3. Financial Management & Reporting
- 3.4. Communication & Dissemination, Capitalization
- 3.5. Exploitation & IPR

Module 4: SOCIAL INNOVATION

- 4.1. Introduction to Social Innovation
- 4.2. Social Innovation: Approaches and Methodologies
- 4.3. Designing and Implementing Social Innovations

Module 5: INNOVATION IN THE BUSINESS CONTEXT

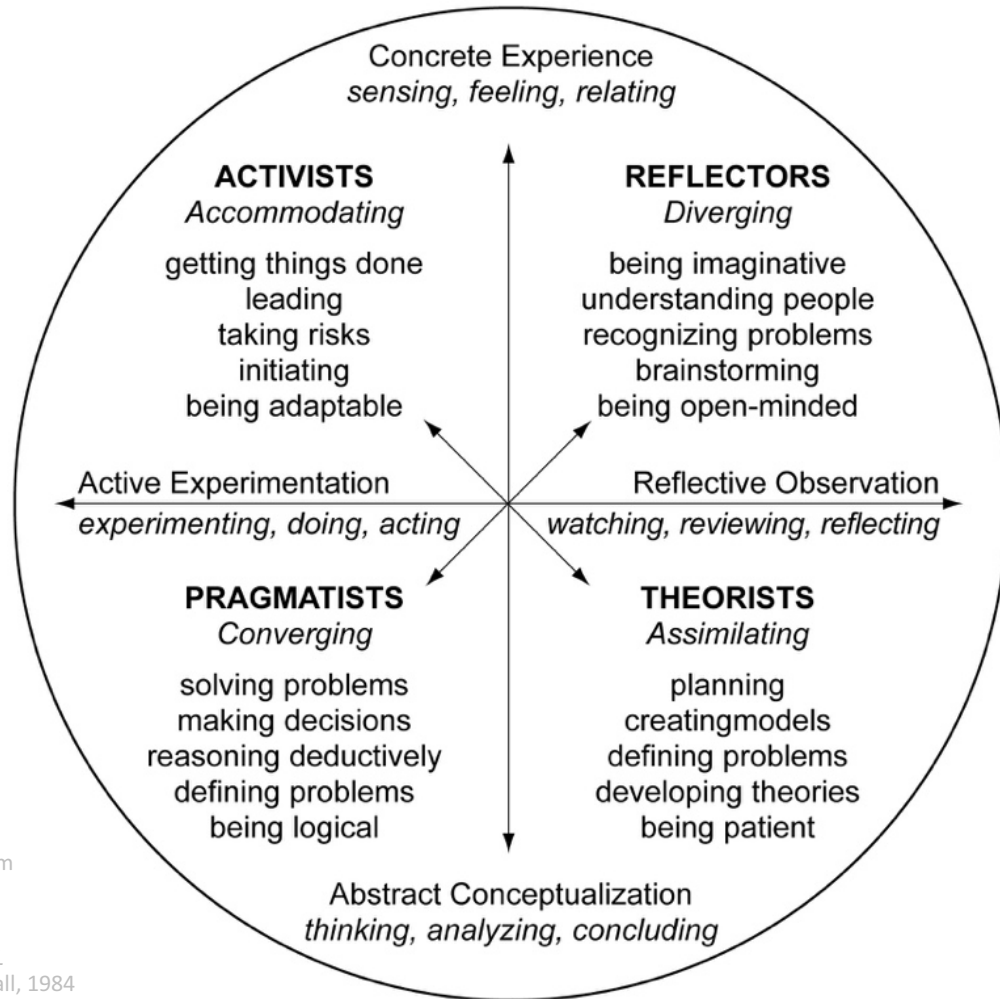
- 5.1. Innovation Sandbox
- 5.2. Introduction to Human-Centered Innovation Practice
- 5.3. Toward Sustainability: Introduction to Nature-Based Innovation Practice
- 5.4. Bringing Innovation to Market
- 5.5. Business Development

The ReSTI 5-Door Approach to e-Learning

- Was developed to address a multitude of learning preferences
- The group also co-authored an article to share the approach with the public by publishing it in the proceedings of the 2018 INTED* conference in Spain, as well as on the *Open Source Working Papers* webpage (commencing Summer 2018) of the University of Applied Sciences Burgenland.

*International Technology, Education and Development Conference 2018, Valencia, Spain

Based on Kolb Learning Phases



Hay Group, *The Kolb Learning Style Inventory (LSI)*,
version 3/1, 2005

D. Clark, *Kolb's Learning Styles*. Retrieved 17 January 2017 from
<http://www.nwlink.com/~donclark/hrd/history/kolb.html>

D. A. Kolb, *Experiential Learning: Experience as the Source of Learning and Development*, Upper Saddle River, NJ: Prentice Hall, 1984

The Kolb Wheel. Authors' image;
consolidated and adapted from Clark, Hay Group, and Bennett & Bennett.

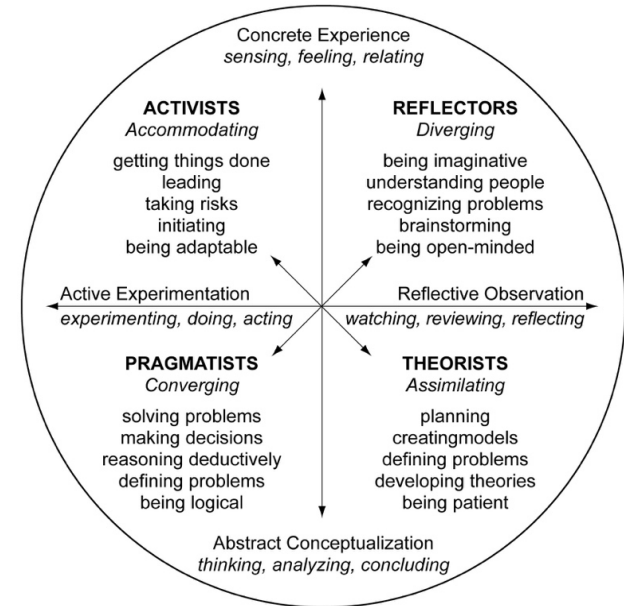
The ReSTI 5-Door Approach to eLearning

Usually, learners go through all four phases of the **Kolb Wheel** in any learning experience, whether they realize this or not, but they do have preferences for a certain sequence.

Ideally, instructors offer content **through activation of all 4 phases**.

Usually, instructors design their classes and the sequence of learning units **according to their own learning style** — this will work well for those learners with similar preferences of learning.

The theory in the ReSTI 5-Door Approach is about **letting the learner choose** the sequence, breadth and depth of their own learning.



The Kolb Wheel. Authors' image; consolidated and adapted from Clark, Hay Group, and Bennett & Bennett.

Based on Thiagi's 4-Door Approach



<http://www.thiagi.com/games/2015/7/31/the-4door-elearning-approach>

There are **5 doors** and the **ReSTI Plaza** in each of the 20 courses.

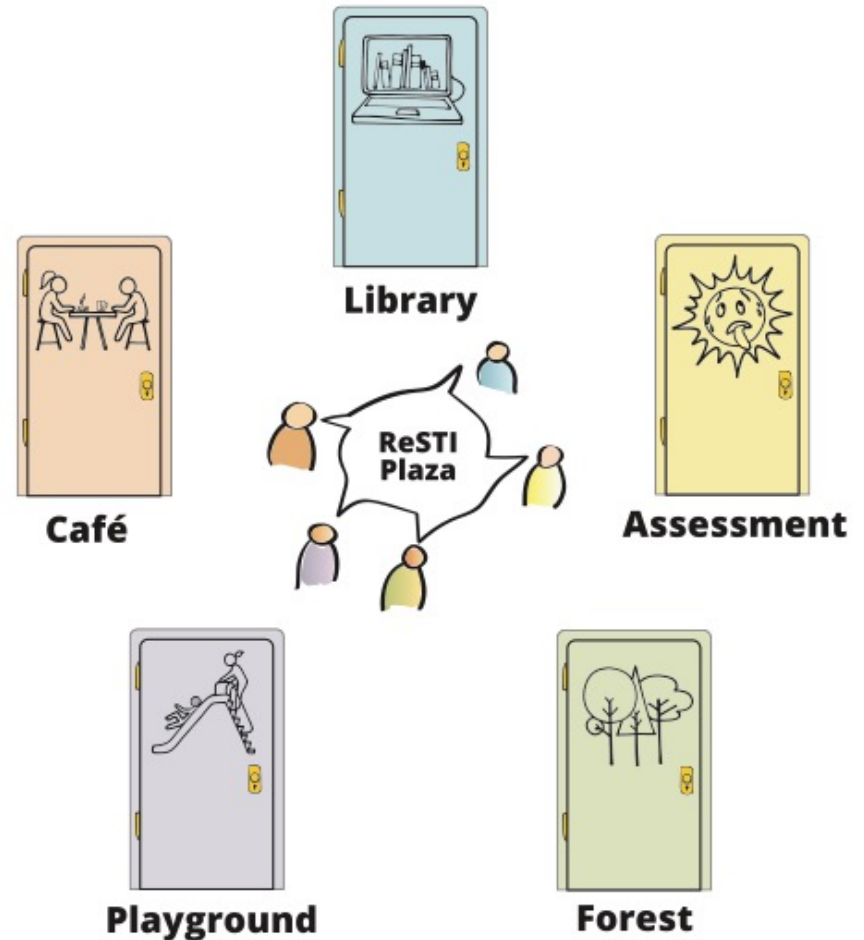
Each door offers the course content in a different way for a **different learning style**.

Full control of learning journey is given to the learner. Learner may go through curriculum **laterally**, enter content anywhere and **choose breadth & depth of learning**.

A course is done when a certain percentage of **activities** has been **completed** and/or the **assessment** has been **passed**. Assessment is the only “mandatory” door. When all courses have been completed within a module, a **badge** is earned for a digital backpack. Badges can be earned individually per module, or as a set of 2, 3, 4, 5.

ReSTI **Plaza** functions as **hub for exchanging ideas and experiences** asynchronously that are prompted by certain activities.

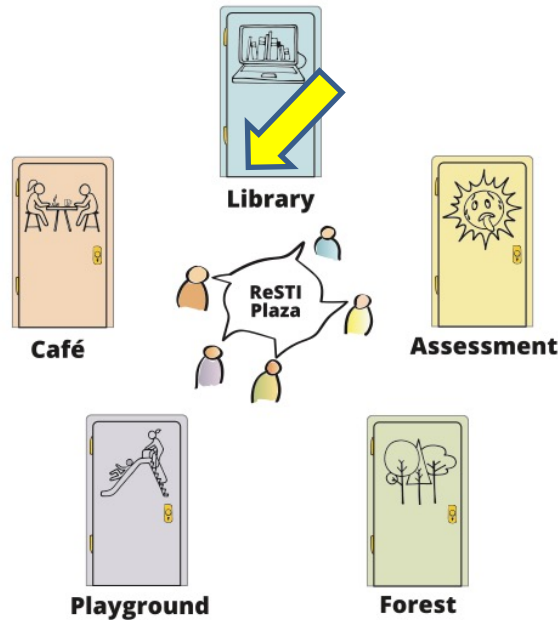
The ReSTI 5-Door Approach to eLearning



The ReSTI Library Door

**information
intake**

thinking
analyzing
concluding

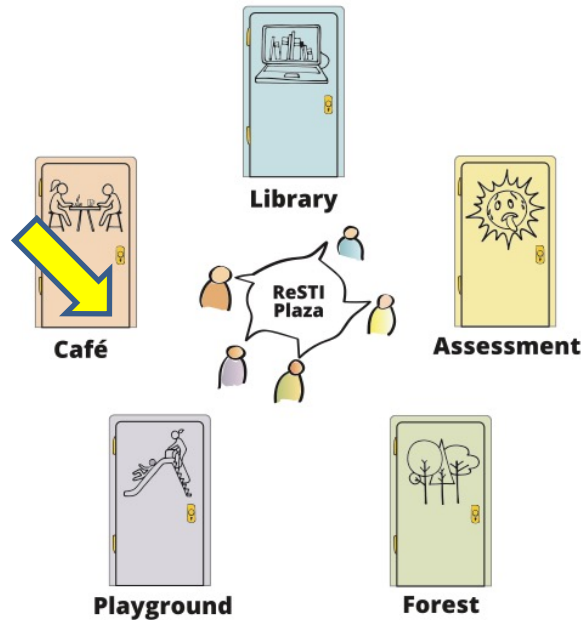


lectures
videos, animations
other dynamic media
case studies
journal articles
e-books
online resources
activity templates

The ReSTI Café Door

information
intake

sensing
feeling
relating

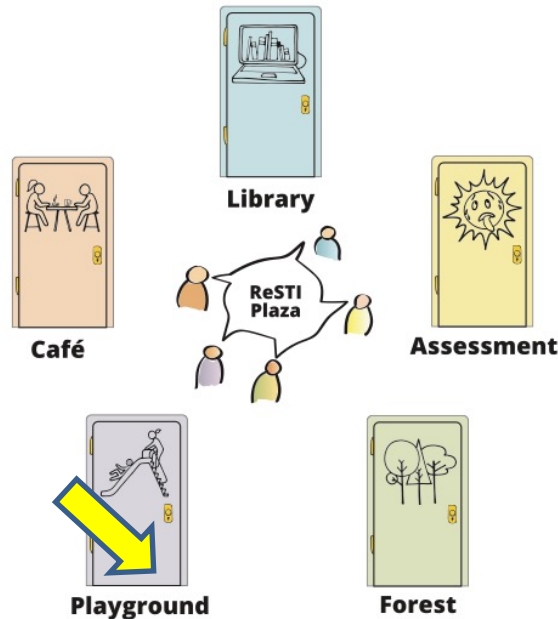


engaging not with
raw content (as is the
case in the library)
but with real people
in live context

The ReSTI Playground Door

**information
processing**

experimenting
doing
acting

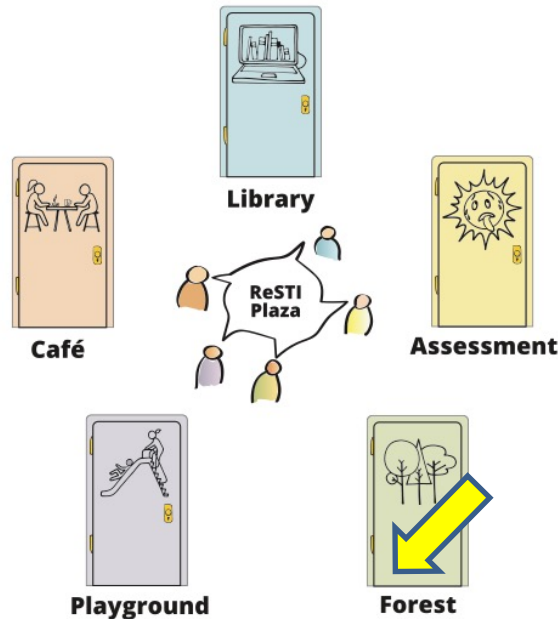


explorations
simulations
trial and error experiments
(self-correcting) games

The ReSTI Forest Door

**information
processing**

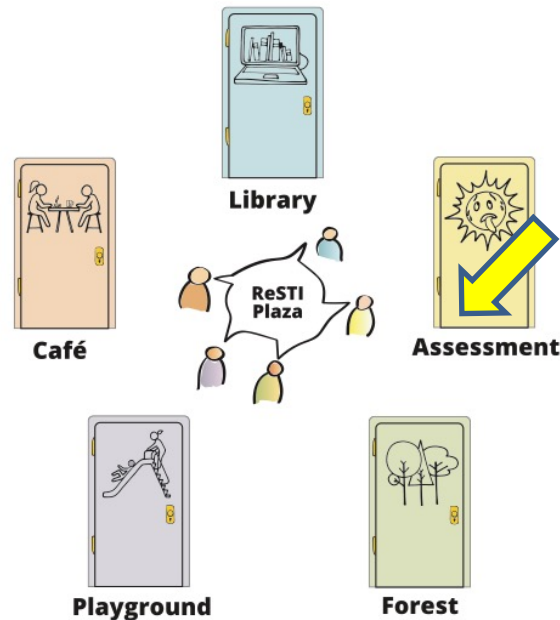
watching
reviewing
reflecting



individual reflection
upon particular content
items and/or activities
where learner takes
an observer role

The ReSTI Assessment Door

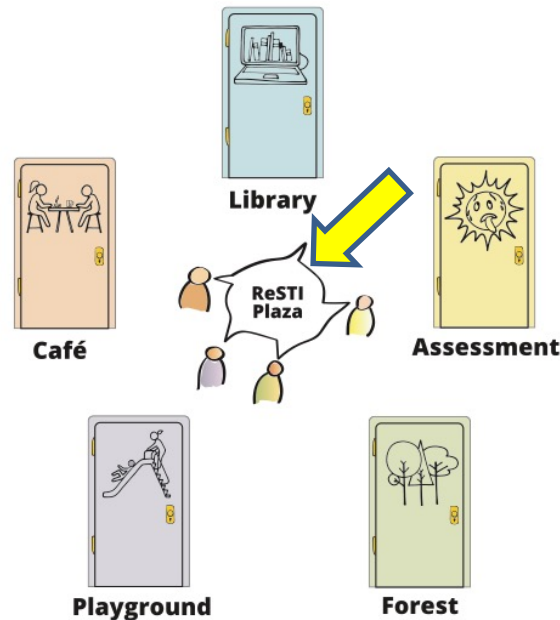
measuring
success



ways to probe for
knowledge acquired
and skills honed
through automated
scoring.

The ReSTI Plaza

exchanging
learnings



prompted by activities
participants leave bread
crumbs for other learners

strolling through learnings
from other participants
or experts

Reaching through the 5 Doors

15:30–17:00

Cafeteria on 1st Floor

Technical Demo