T-CREPE Project
Invitation to Participate as a course instructor

We invite you to participate as a course instructor in the 'Textile Engineering for Co-Creation Paradigms in Education' (T-CREPE) project. As project participant we expect you to use the project's web based support learning platform and its content to organize and implement co-creation activities in your course.

T-CREPE

The core element of the T-CREPE project is the development of an innovative web-based platform to support **co-creation based learning** (a design-based learning methodology), with a particular focus on entrepreneurship. In the T-CREPE co-creation cases, diverse student teams, together with stakeholders, develop solutions for real life problems from society or industry. The project aims **to make co-creation based coaching and learning more effective and efficient** by addressing two problems which so far limit the impact of co-creation cases, namely a) the huge effort needed for adequate coaching and b) the commercial under-exploitation of the outcome.

Web-based support learning platform

The web platform is implemented in the **Moodle Environment**, an open-source, easy-to-use, learning management system, that is broadly used in education. The platform uses the metaphor of **a co-creation planet** to represent the different phases and sub-phases of co-creation (i.e., the double diamond stages of the design thinking methodology: Discover, Define, Develop, Deliver) through the semantics of continents (phases), countries (sub-phases /concepts, e.g., empathy), cities (aspects/tools, e.g., interviews, probes etc.). This structure allows you to easily organize your course and monitor students' progress across the different phases of co-creation.

The platform content consists of some general Open Educational Resources (OERs) regarding the aspects of co-creation. A key resource for the T-CREPE project is an original authoring system for the creation of digital games called ChoiCo. ChoiCo games are based on the central idea of an avatar navigating amongst the diverse consequences of making choices in situations characterized by complex socio-scientific issues. Course designers, instructors and students can create and play games based on the 'Choices with Consequences' idea. For example see the demo game 'Sustainable Textiles' that deals with the issue of making sustainable textile choices in smart-textile engineering. Apart from the ChoiCo system itself, the T-CREPE platform offers a number of example games on diverse textile engineering games developed with the **ChoiCo** tool.

Why participate

The platform is designed to support instructors in their implementation of co-creation based learning activities, **saving coaching time by making available a focused online communication tool**, improving coaching **effectiveness** by providing the option to make coaching to one group visible to all others, **efficiency** and **commercial exploitation** by making the course productions visible and shareable widely and available to the corporate sector.

By participating in T-CREPE you will have the opportunity, amongst others, to:

- Exchange Interdisciplinary knowledge more fluently
- Strengthen your teaching by using an innovative learning platform
- Learn about innovative educational tools with which you can design and develop resources for your students
- Provide your students with tools to create or modify digital simulations for rapid prototyping and for end product delivery
- Develop a local and international network, leading to new collaborations
- Become agent of change in your community.

In addition, your students will get involved in:
- Acquiring future oriented learning outcomes, by a process that is smooth, pleasant and motivating
- Becoming more independent, entrepreneurial and stimulated to venture
- Networking with all stakeholders – increase employability
- Supporting of the local center of expertise.

Your commitment

Participating in the T-CREPE project will require that:
- You will organize co-creation learning activities in your course using the co-creation planet (web platform) and its content
- Students will collaborate in groups, preferably with diverse backgrounds and be engaged with all phases of co-creation planet as they are structured in the platform.
- You and the students will use the threaded-forum discussion of the platform to communicate and exchange material and work (e.g. prototypes, exercises etc). This functionality may also help you monitor their progress and provide them with feedback either privately or publicly
- At the end of every co-creation case, students will present their results and support the presentation by demos, posters, promotional materials (e.g. flyers, video etc.) This should be part of their course evaluation.

You will be encouraged to integrate **ChoiCo gaming** in your co-creation activities in the following ways:

       a) Use a provided existing game as-is
       b) Modify a provided game to fit your course
       c) Have students fix or extend an existing or a modified game as part of their co-creation activities
       d) Ask students to design a ChoiCo game as the final product of co-creation.

The modified games, if approved by the members of the consortium, will be added in the official content of the platform.

Time investment and support

The implementation of a co-creation case may take place either in the duration of a semester or of a year. This means that you will need some time before the semester to prepare your course in the platform, organize the activities and develop any extra material (e.g. ChoiCo games).

We will provide you with supplementary training material, including tutorials, videos, manuals for using the platform, the content and the tools (e.g. ChoiCo). In addition, you are invited to participate in a training workshop that we will organize during the project in order to get familiar with the platform and the tools.

Evaluation

At the end of each course you should provide us with feedback on the web platform regarding issues such the content, efficacy and efficiency, user friendliness, tutorial and training material, learning effects, challenges and problems. The feedback will be collected in the form of questionnaires, self-reflection and interview.

We would like your response for your willing of participation until <u>January the 30th 2020.</u>

Please contact a T-Crepe representative of your University if you are willing to participate:

UGent	Marina Emmanouil	Marina.emmanouil@ugent.be
	Lieva Van Langenhove	Lieva.VanLangenhove@UGent.be
LUT	Markku Ikävalko	markku.ikavalko@lut.fi
	Terhi Virkki Hatakka	terhi.virkki-hatakka@lut.fi
NKUA	Chronis Kynigos	kynigos@ppp.uoa.gr
	Marianthi Grizioti	mgriziot@ppp.uoa.gr
UNIWA	Maria Rangoussi	mariar@uniwa.gr
	Savvas Vasiliadis	svas@uniwa.gr
	Georgios Priniotakis	gprin@uniwa.gr

Thank you!

T-Crepe team