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SEiTlab

Transforming Training with Flipped-Learning 3.0 Insights

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Digicompass Conference

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Digi Com Pass

Transforming Training with Flipped-Learning 3.0 Insights

Experience & Feedback from the DigiComPass Training Course
Implementation using Artificial Intelligence

DigiComPass2024 Conference - University of Cyprus, Nicosia

University of Cyprus

SEiTlab

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The DigiComPass Project - Objectives

The **objectives** are to develop a recognition and course model for **Digital Competences** based on DigComp 2.1.

This includes a **pedagogical framework** using Flipped Learning 3.0, a **quality enhancement framework** for course creation, and pilot modules aligned with DigComp 2.1.

Additionally, the project aims to establish a Europe-wide recognition model with a **unified curriculum**, training environment, evaluation, and certification system.

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The DigiComPass Project - Content

Information and Data Literacy	1.1. Browsing, searching and filtering data, information and digital content 1.2. Evaluating data, information and digital content 1.3. Managing data, information and digital content
Communication and Collaboration	2.1 . Interacting through digital technologies 2.2. Sharing information and content through digital technologies 2.3. Engaging in citizenship through digital technologies 2.4. Collaborating through digital technologies 2.5. Netiquette 2.6. Managing digital identity
Digital Content Creation	3.1. Developing digital content 3.2. Integrating and re-elaborating digital content 3.3. Copyright and licences 3.4. Programming
Safety	4.1. Protecting devices 4.2. Protecting personal data and privacy 4.3. Protecting health and well-being 4.4. Protecting the environment
Problem Solving	5.1. Solving technical problems 5.2. Identifying needs and technological responses 5.3. Creatively using digital technologies 5.4. Identifying digital competence gaps

Digi Com Pass
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The DigiComPass Project – Concept

Traditional training

Traditional Learning in a traditional "classroom" (lecture by the teacher)

Flipped Learning 3.0

At home
Active preparation to prepare for the Group Space

On-Site training
Working on the learned content (assignment, experiments, group work)

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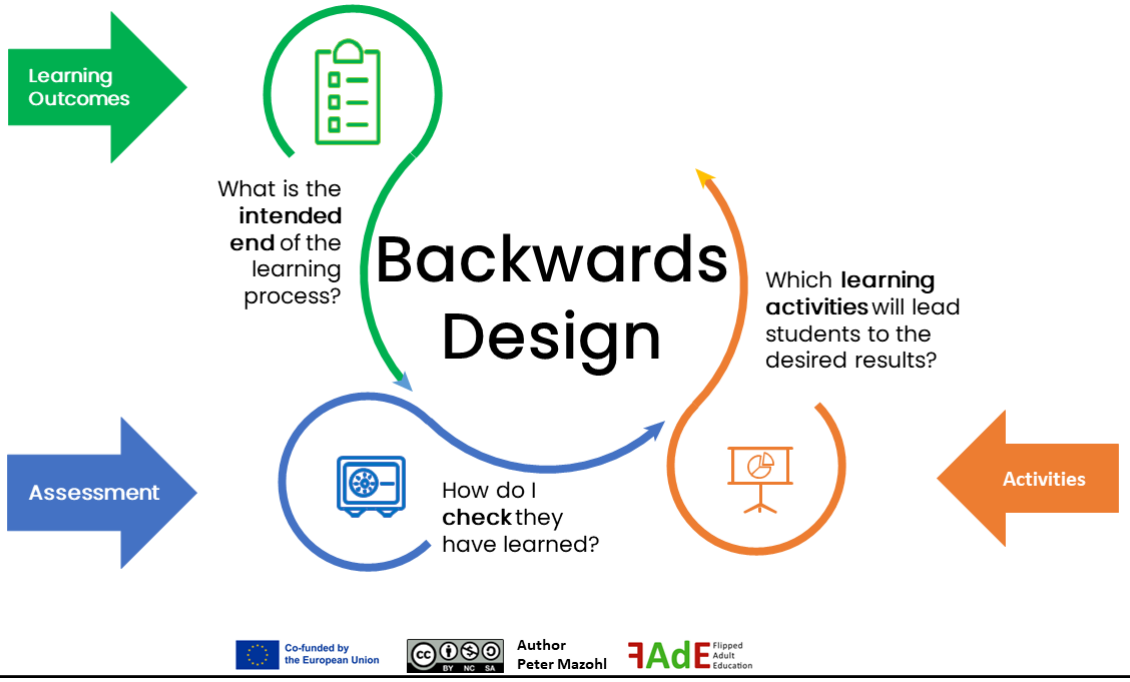
The DigiComPass Project – Concept



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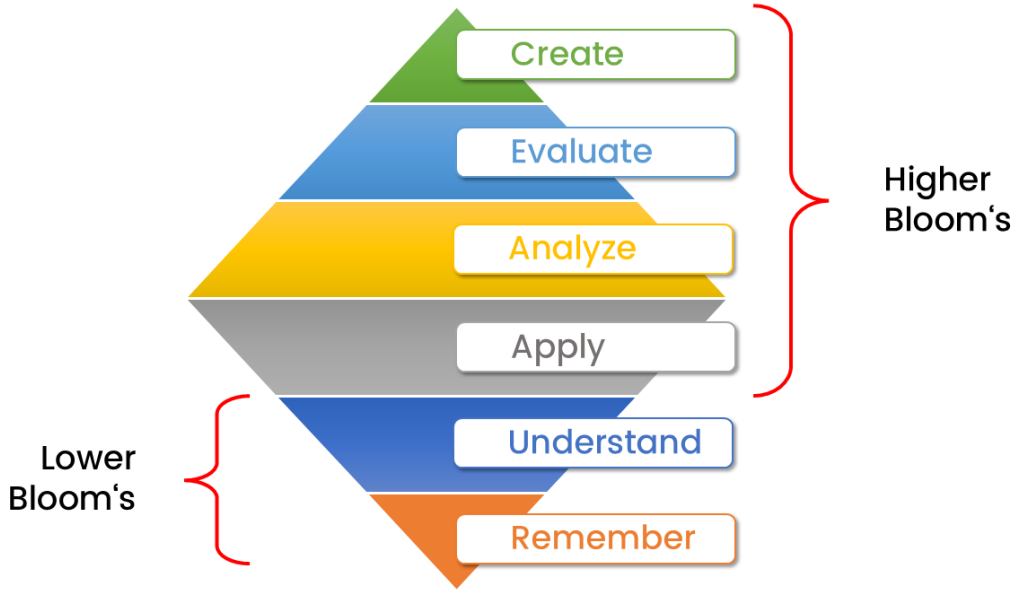
The DigiComPass Project – Concept



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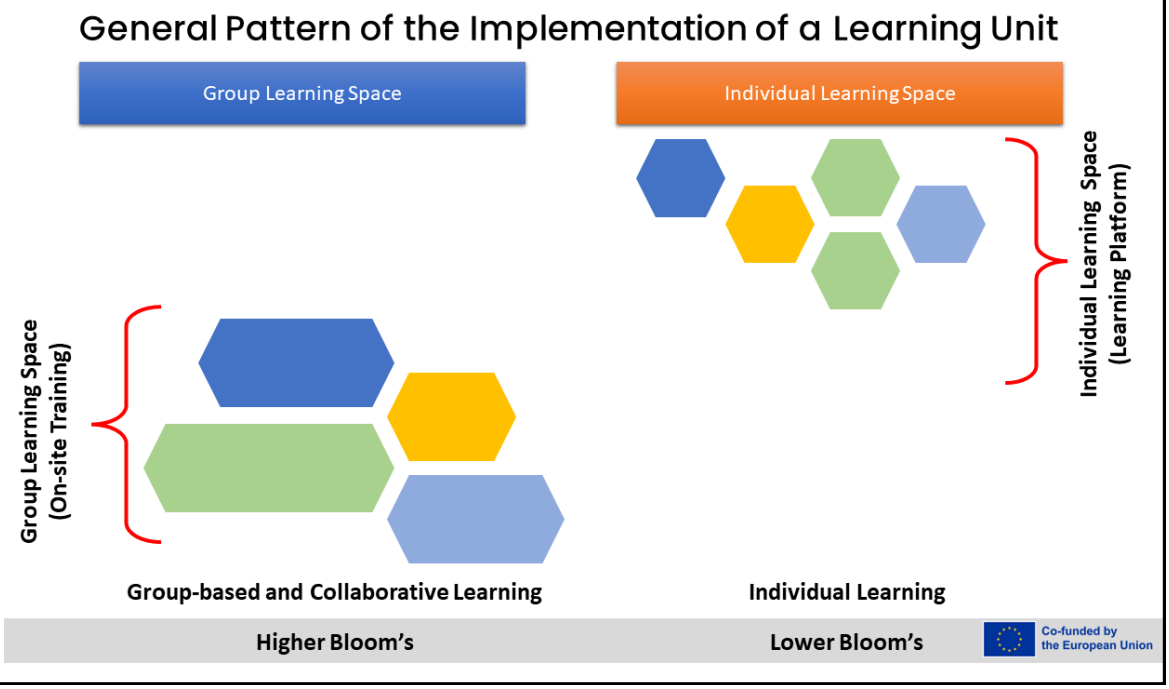
The DigiComPass Project – Concept



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AI – Integration

Used for
- Development of Storyboards
- Development of questions & feedback
- Slide content
- Creating of illustrations & visualisations

Used for
- Development of videos
- Creating of pictures, images and supporting illustrations
- Translations

Used (as Bard) for
- Development of Content
- Cross-check of questions created by ChatGPD
- Slide content

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Mainly Used AI-Tools

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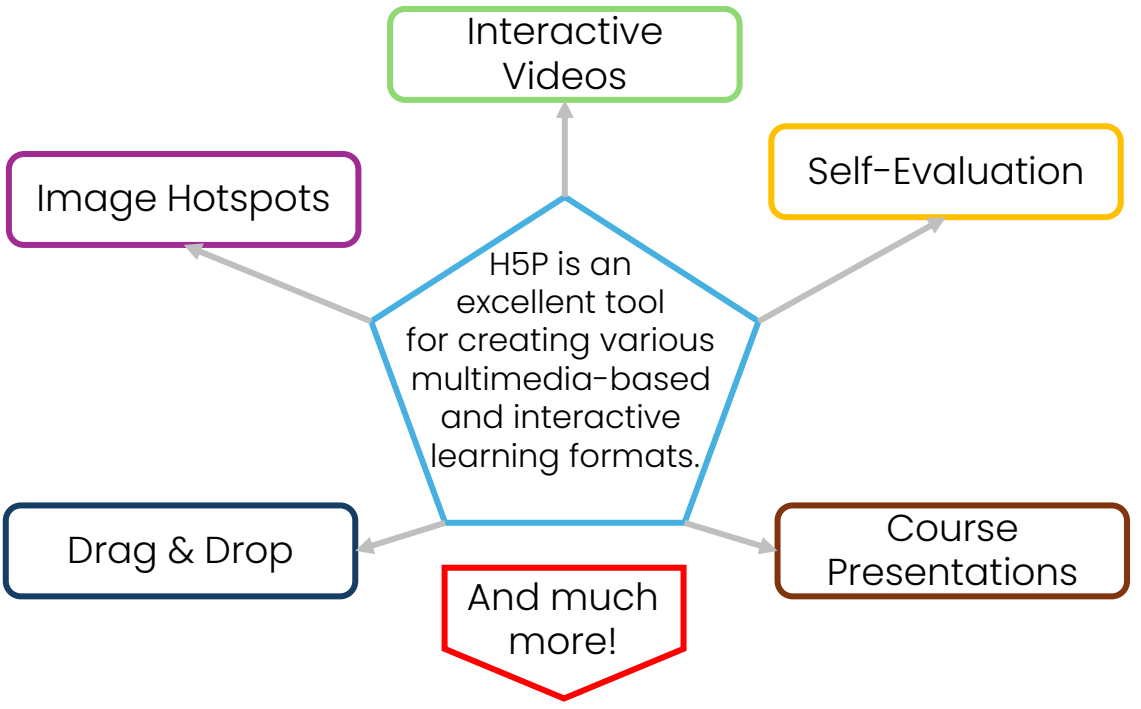
The Role of H5P



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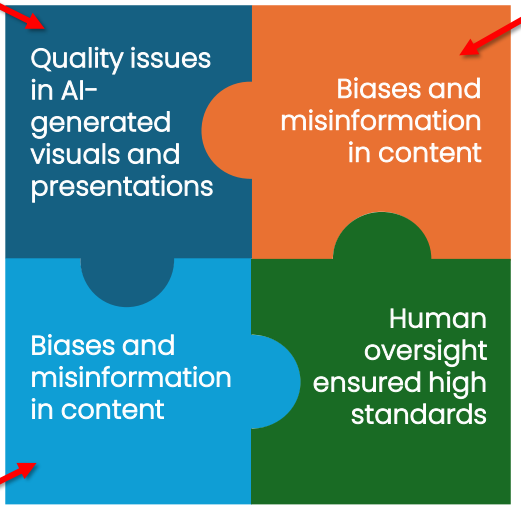
Identified AI - Problems

Problems with fonts in images

Problems with double-denying



Problems with "hallucinating"

The user of Gen-AI is **always** responsible for the further use of outcomes!

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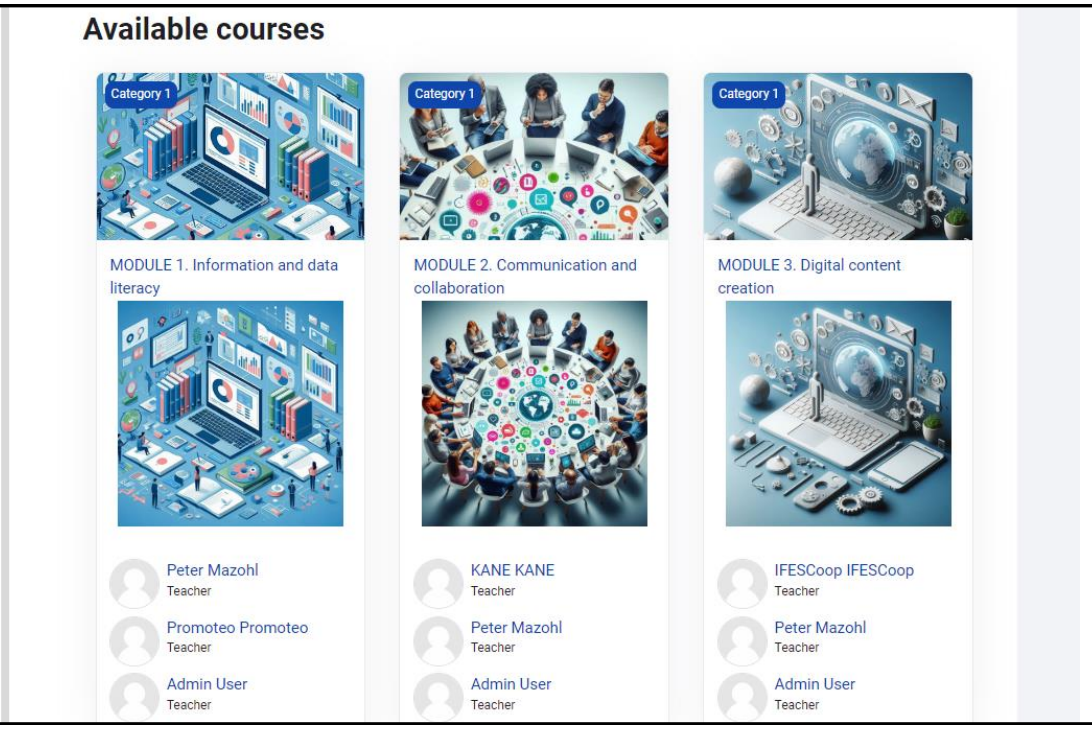
Moodle Individual Learning Space



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Moodle Individual Learning Space

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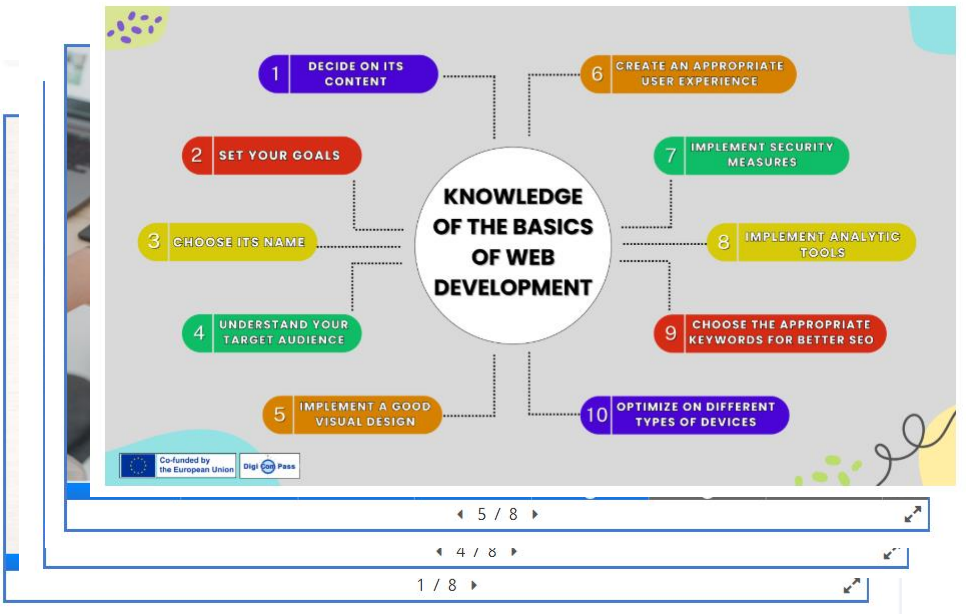
Moodle Individual Learning Space



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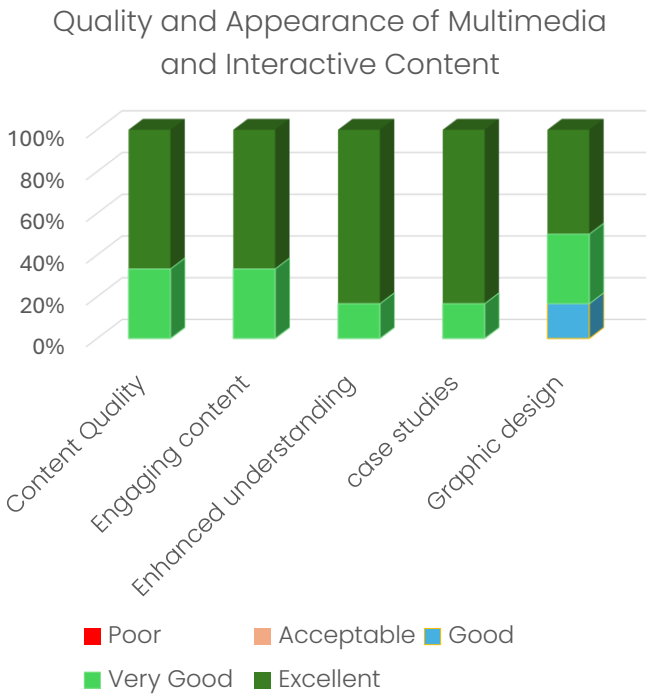
Moodle Individual Learning Space

Pilot Results

- Positive feedback on course format
- Positive feedback on the used content formats
- High engagement through multimedia tools
- Feedback collection via Likert scale surveys



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Findings

Summary of Experiences and Observations

- GenAI and FL3 are complementary.
- GenAI requires human refinement.
- Potential for improving AI tools and reducing biases/hallucinating.
- Need for training developers in AI tool usage.
- Varied content in the Individual Learning Space inspires learners.
- Group Learning Space outcome depends highly on the composition of the group and the skills of the moderator.

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Digital Competences Recognition Framework for Adult Education
Erasmus+ Project 2022-1-CY01-KA220-ADU-000085965

Digi Com Pass

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