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CV

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Researcher  
EDUpreneur

i-strategies  
A civic start-up

Research  
Innovation  
Storytelling  
for Social  
Change

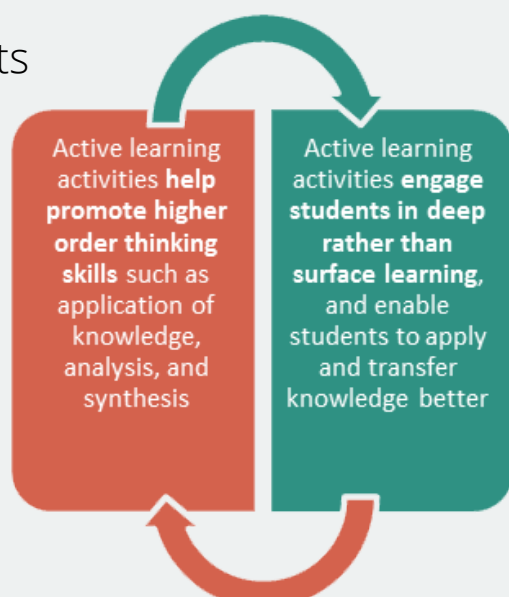
# Pedagogical pathway



## Active Learning

is a teaching methodology that encourages students to participate directly and learn by "doing" and an instructional method in which students actively participate in the learning process, as opposed to sitting quietly and listening. Active learning experiences include:

- discussion and debate
- work group and team/project-based learning
- simulations and role plays
- case studies and student presentations



Source: Queensu.ca/



## Storytelling

This approach allows to reach a wider audience through an informative model that combines emotions and authenticity and respect.

The creation of stories offers the opportunity to build, spread and confirm an identity for a long-term strategy putting people and their stories at the centre of the message.

## Gamification

A didactic methodology for more engaging experiences.

Educational and narrative games created for training in the tourism sector.



Source:  
MIND Research Institute  
E-learning Industry



i-strategies

Explore the i-strategies game to experience the Intangible Heritage of the Marche region through authentic local stories and having fun!



# Technological way

Technology is a crucial factor in active learning approaches, helping students develop new skills in and through technology building new careers.

## Digital and Open source Tools

- Kahoot
- Canva
- Magisto for video editing
- AudaCity for active learning



**AudaCity** fosters active student participation and deeper learning through content creation (e.g., podcasts) and allows students to showcase their understanding through multimedia rather than tests or papers.



## Correlation between digital tool and learning pathway

There **is not** a perfect digital tool: the choice of the most adequate tool depends on the specific educational project (in terms of context and contents) that the educator wants to carry on.

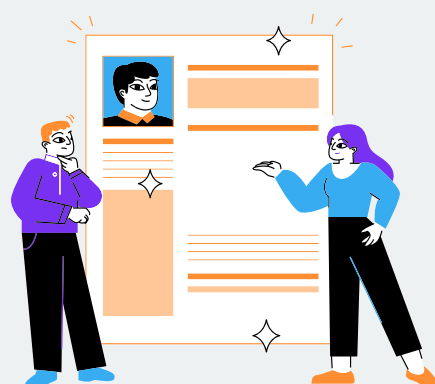
## ICT and digital tools for Collaborative approach & interaction

It is pivotal using digital tools and technologies (phones, ipad e.g) that boost working groups and collaboration approach among the learners to increase communication, team building and problem solving skills.



## CANVA for the Elevator Pitch within i-strategies

Within a EU funded School-work project, learners have used Canva to create their presentations for a job interview shared afterwards with the local SMEs to introduce themselves to potential future employers. They boosted their digital and communication skills and learnt how to face a job interview.





Co-funded by the European Union



# HOW TO BE AN EDUPRENEUR

## 1- Economic, financial and business strategy skills

These competences are essential to start a business and to manage the financial aspects of the new economic activity



## 2- Instructional design, European project design and writing skills

The ability to create and plan educational project and pathways at national and EU level is important for a successful edupreneur

## 3- Critical Thinking

The ability to "think out of the box" is required to create new and innovative horizons of education. Be creative!



## More info...



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