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Brief CV

Izmir,
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Trainer and
Co-Founder

BICARA
Studio

Training on
Youth
Entrepreneurship

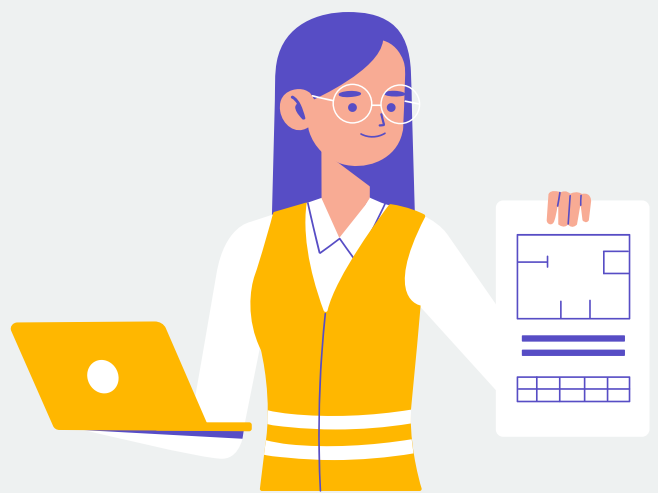


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Pedagogical Pathway

Multiple Means of Representation

Provide diverse and flexible ways of presenting information and content. This can include offering materials in different formats (text, audio, video), using visual aids and multimedia, and incorporating real-world examples and contexts.



Multiple Means of Engagement

Foster learner motivation and interest by providing various pathways to engage with the content. Incorporate learner choice, offer meaningful and authentic learning experiences, and create a supportive and inclusive classroom environment. This can involve using technology tools, incorporating interactive activities, promoting collaborative learning, and connecting the curriculum to learners' interests and experiences.

Personalization and Differentiation

Recognize and address the individual needs of learners. Collect data on learners' strengths, challenges, and preferences, and use this information to tailor instruction and support. Provide personalized learning pathways, offer additional resources or scaffolding for struggling learners, and provide opportunities for learners to set their goals and monitor their progress.

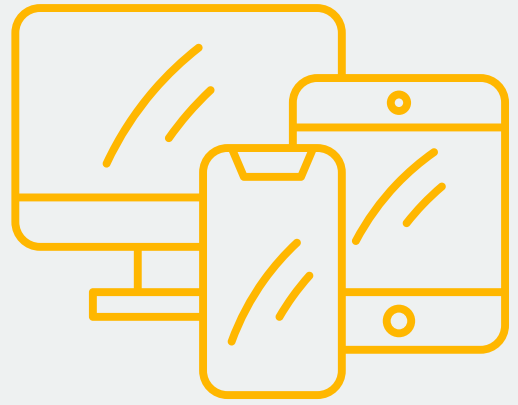




Technological Way

Learning Management Systems

LMS platforms like Moodle, Canvas, or Google Classroom provide a centralized hub for organizing and delivering course materials, assignments, and assessments.

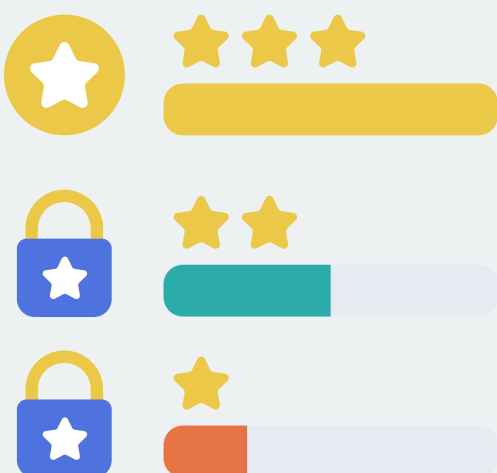


Multimedia Creation Tools

Tools like Adobe Spark, Canva, or Piktochart allow edupreneurs to create engaging multimedia content, including videos, infographics, presentations, and interactive graphics.

Virtual Reality (VR) and Augmented Reality (AR):

Edupreneurs can leverage VR and AR tools to create immersive learning experiences that transport students to virtual environments or overlay digital content on the real world.



Gamification Platforms

Gamification tools, such as Kahoot, Quizizz, or Classcraft, can be used by edupreneurs to add game-like elements to the learning process. They engage students through quizzes, interactive challenges, and rewards, fostering motivation, active participation, and knowledge retention.



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How to be an EDUPRENEUR

Knowledge of Education Landscape

Edupreneurs need to have a deep understanding of the education system, including current trends, challenges, and opportunities. They should stay updated on research, policies, and practices in education, enabling them to identify areas for improvement and innovative solutions.

Entrepreneurial Mindset

Edupreneurs should possess an entrepreneurial mindset, characterized by creativity, resilience, adaptability, and a willingness to take risks. They need to be proactive in identifying and seizing opportunities for innovation and positive change in education.

Technological Literacy

Edupreneurs must be familiar with emerging technologies and their potential applications in education. They should have a good grasp of digital tools, learning management systems, and educational platforms to leverage technology effectively for enhancing teaching and learning experiences.

More info...



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