

Personal competences

Personal:

critical self reflection, interdisciplinary problem-based learning approach, dealing with complexity, ambiguity tolerance, creativity, holistic thinking, empathy,

Social competences:

communication, interaction and collaboration skills, team management, leadership, intercultural skills

Digital personal skills:

professional use of internet, technology and software; collaboration skills, (ICT/VCT)

Application and vocational skills

Applied skills:

analytics, combination, connected thinking

Methodological skills:

entrepreneurial thinking, self-responsibility, project-management, self-management, leadership

Digital skills:

data mining and analytics, statistics, media-competence, presentation skills; Developed approach to teaching sciences (technical and social) on the mixture of computational tools (simulation software, digital means and tools, PPT, office tools, ICT and VCT means of virtual collaboration)

Professional expertise/skills

Specialist/technical basic skills

Specific expertise (according to curriculum and learning objectives: politics, economy, marketing, intercultural competences, language, law, Psychology)

Digital expertise: IT, ICT application and legal basics

Language, basic knowledge

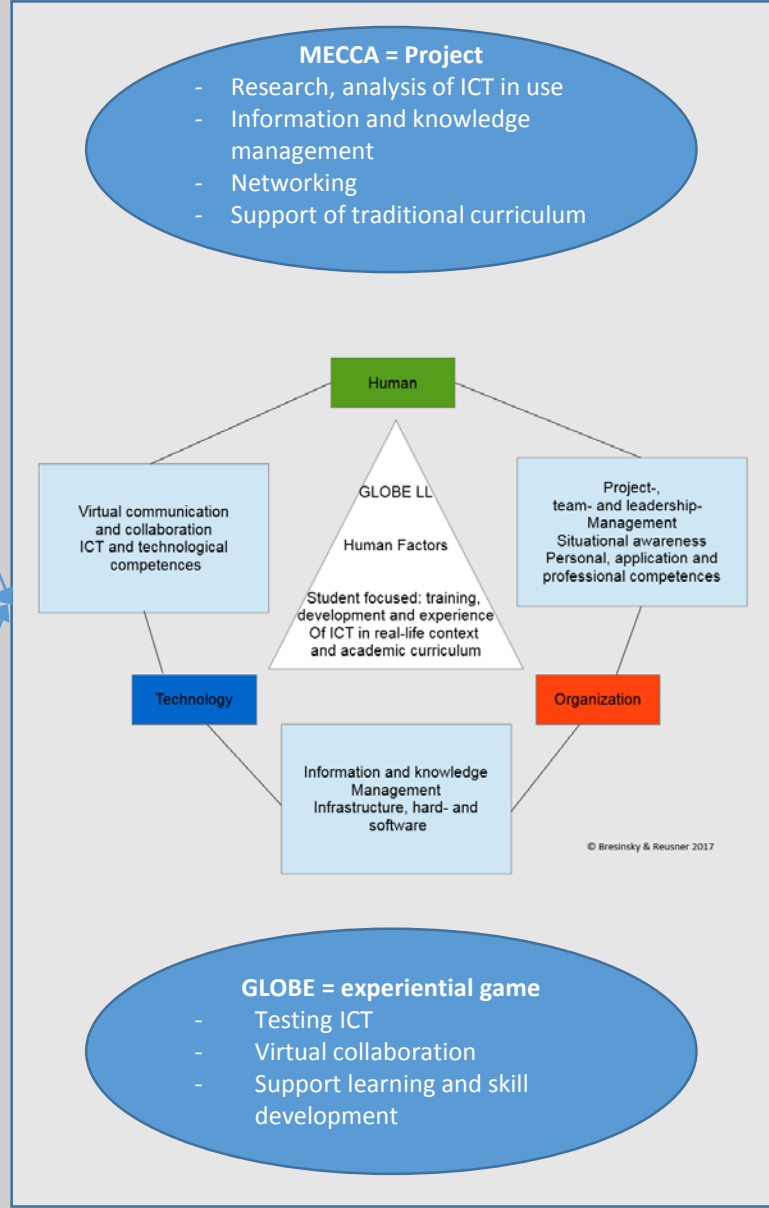
GLOBE Living Lab: comprehensive academic curriculum with harmonized lectures, real life network, real-life impact, iterative cycle of exploration, experimentation, evaluation, co-creation and exploitation

Academia:
Professors and University
providing academic
curriculum and learning
objectives.

Companies and organizations:
Need of research and real-life
solutions
Need of skilled future
employees

Public and Authorities:
Need of R&D&I
Need of real-life solutions and
socio-economic improvement

Users:
Need of education
Need of real-life solutions

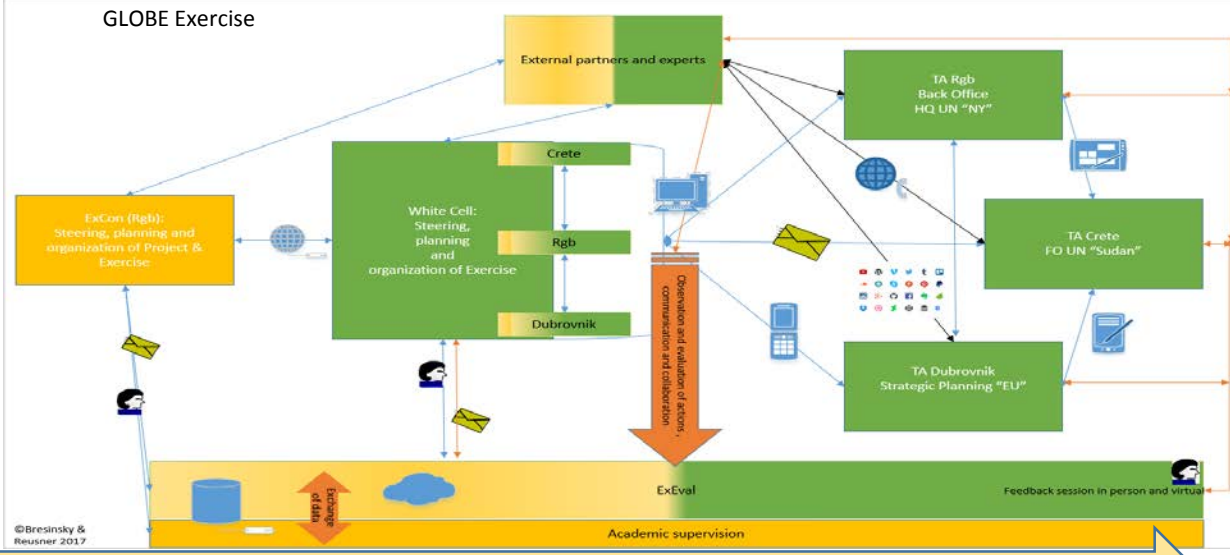


Quadruple helix involved & benefitting from GLOBE LL

<p>Students:</p> <ul style="list-style-type: none"> - real-life experiences and skill development, improved education - networking 	ACADEMIA
<p>University:</p> <ul style="list-style-type: none"> - Initiate general and special R&D - Reputation, raise awareness - Networking - Improved curriculum 	
<p>Academic Staff, Professors:</p> <ul style="list-style-type: none"> - Research projects, publications - Reputation - Improved curriculum - network 	ORGANIZATIONS
<p>Organizations & companies:</p> <ul style="list-style-type: none"> - (access to) skilled employees - Research, testing & experimentation facilities 	
<p>Public & Authorities:</p> <ul style="list-style-type: none"> - Better skilled employees - Regional growth and development - General & specific R&D&I, to impact & benefit society (economy) at large 	Public & Authorities
<p>Users:</p> <ul style="list-style-type: none"> - better education - Improved solutions through R&D&I - Empowerment and networking 	USERS

Increasing real-life context and impact

- For all: Continuous lectures in multidisciplinary fields: BA, politics, Project – and Team Management, Marketing, basic technical knowledge (ICT, legal, language, presentation, negotiation)
- GLOBE Exercise (TA): lectures with technical focus (ICT, intercultural competences, humanities, research techniques)
- MECCA:
 - continuous lectures: psychology, data analytics, observation and feedback techniques, scripting, scenario development, team and project management, leadership,
 - Project Management continuous through all phases
- GLOBE LL: real-life networking, acquiring partners and stakeholders, transfer knowledge of GLOBE Exercise and MECCA into real-life, discussion with experts, prepare further R&D&I



Debriefing and psychology; technical lectures for placing practical results back into theory

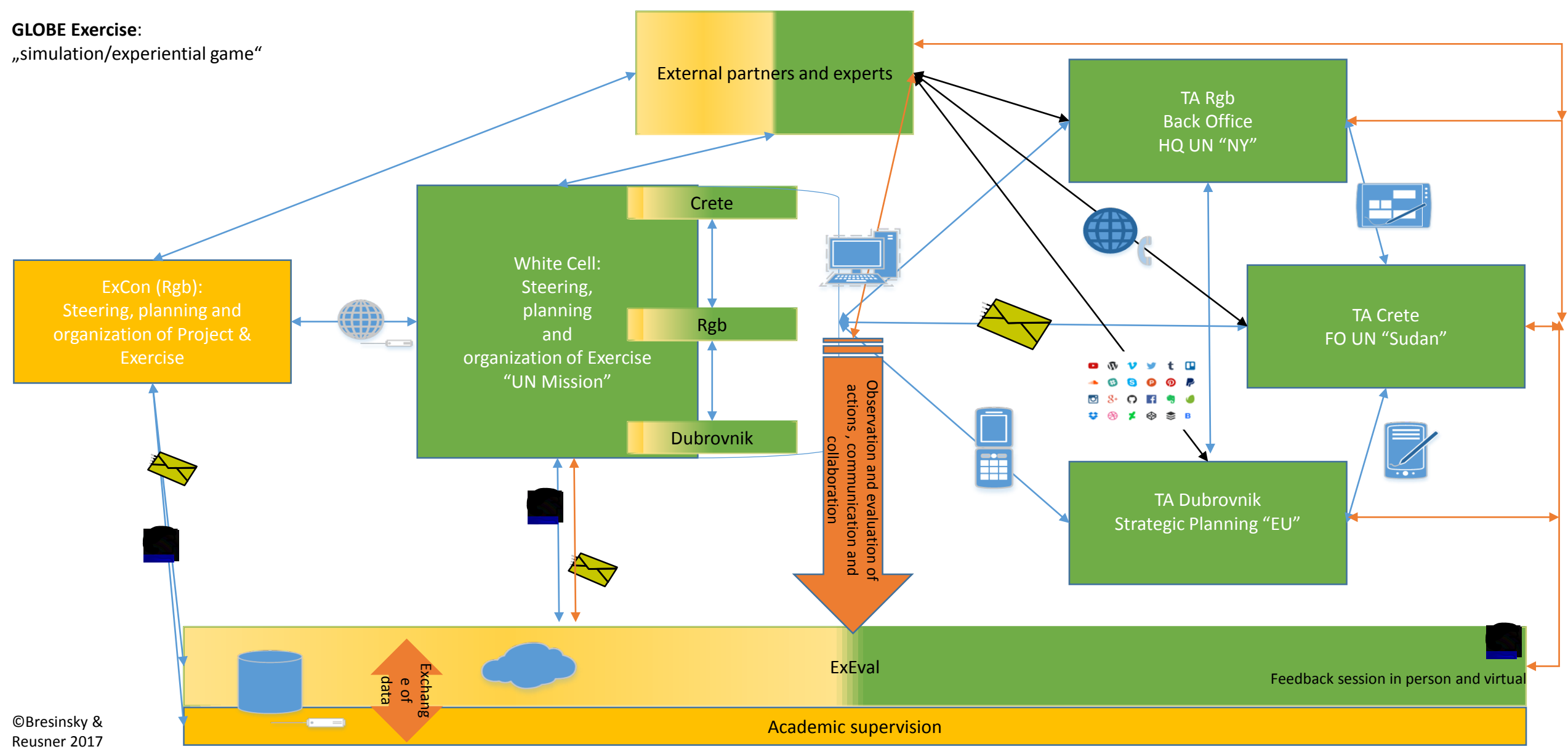
Observation and results are transferred into evaluation and feedback session for maximum learning progress and payback into academic curriculum

GLOBE LL: Real life support; networking; real-life impact and Public Relations/Marketing

Week 1-4 : lectures & Project Management	week 5-12: lectures & Project Management	Week 13: GLOBE Exercise; observation	Week 13-20: Feedback; lectures & Project Management
Phase 1 Project assignment	Phase 2 Conceptualization and design	Phase 3 Implementation - GLOBE	Phase 4 Evaluation and Feedback enhanced with comprehensive set of lectures
<ul style="list-style-type: none"> 1 Idea generation 2 Research and concept creation 3 Evaluation and discussion 4 Concept validation; milestones and role assignment 	<ul style="list-style-type: none"> 1 create scenario, scripting and stakeholder analysis 2 concept evaluation and adjustment 3 Dry Run – test and improvement 4 validation and final setting 	<ul style="list-style-type: none"> ExCon: management and evaluation of performance TA: train and experiment of behavior and create new knowledge 	<ul style="list-style-type: none"> De-briefing for maximum learning progress Reporting and documentation EndEx meeting for recommendations and improvements Technical lectures as theoretical payback
Phase 1+2: Tools: synchronous: meetings, discussion rounds, lectures Asynchronous: - inverted classrooms: self study and presentation - e-learning: research; application of knowledge - project management: virtual collaboration and communication; information and knowledge management		Phase 3:Tools: synchronous: meetings, live experimentation and simulation Asynchronous: - inverted classrooms: self study and presentation - e-learning: research; application of knowledge - project management: virtual collaboration and communication; information and knowledge management	

Documentation, observation and evaluation for exercise and concept improvement and further research

GLOBE Exercise:
 „simulation/experiential game“



©Bresinsky & Reusner 2017

TA: Based on specific training objectives, triggered by the ExCon, students will learn or train:

- project and task management in virtual and real teams
- skills and competences of virtual collaboration and technology using IT hard- and software as well as information sharing and knowledge management platforms
- management and leadership of teams, especially in situation of stress and complex problem solving
- to deepen the understanding and specific analysis competencies in a subject matter domain of their expertise or trans-disciplinary context

MECCA: continuous project management and organization with learning outcomes

