Co-creation program
for educational technology innovation

Centre for Educational Technology, Tallinn University

iHub4Schools

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Introduction of Co-creation program

AIMS

The Co-Creation Program aims to enhance the collaboration between teachers and industry to create high-quality and evidence-based digital solutions for Estonian education. Suitable for mentoring process phases *4. Mapping joint learning and development aims and needs* and *7. Reflection*.

DESCRIPTION

Through a six-month-long program, EdTech start-ups, together with teachers and researchers, will co-create a digital solution based on the reallife problems in Estonian education.

CONTEXT

Monthly reflection and mentoring sessions help set the goals and keep the focus, and twice in month workshops support the acquisition of needed skills. Between the set meetings, teams are piloting the solutions by themselves and together with students.

REQUIREMENTS

EdTech has to have an idea that has the potential to get to at least the Minimum Viable Product (MVP) level during the program.

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Structure of the Co-Creation Program

A. Selection of participating EdTech's and matchmaking with schools

a. Introduction of EdTech's and evaluation and selection of participants.
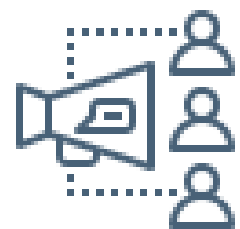b. Opening seminar and matchmaking between schools and EdTech's. Introduction of the program and co-creation method.

B. Development actions

a. Co-creation of the solution and integrating technical, pedagogical, didactical and psychological knowledge.
b. Piloting, monitoring and testing with teachers and/or students.

C. Reflection- and co-creation sessions, workshops

a. Co-creation sessions between start-ups, teachers and university mentors. Reflection sessions to learn from others and own experiences.
b. Workshops to support the acquisition of needed skills to form the high-quality, evidence-based digital solution and ensure its sustainability.
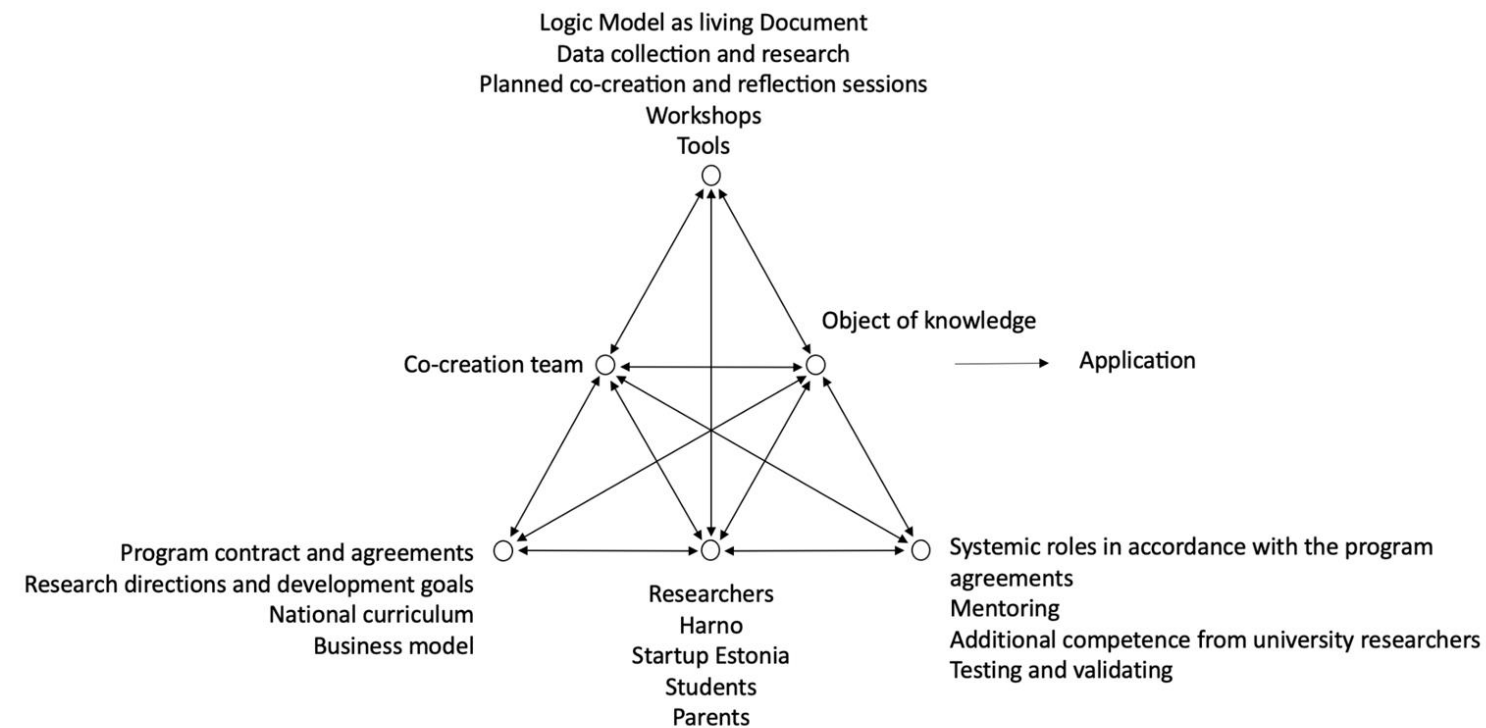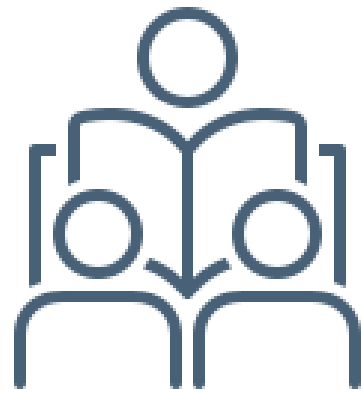
D. Final event

a. Presentation of the final results.

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Logic Model as living Document
Data collection and research
Planned co-creation and reflection sessions
Workshops
Tools

Object of knowledge

Co-creation team

Application

Program contract and agreements
Research directions and development goals
National curriculum
Business model

Researchers
Harno
Startup Estonia
Students
Parents

Systemic roles in accordance with the program agreements
Mentoring
Additional competence from university researchers
Testing and validating

Co-created with Estonian schools and kindergartens

The Program brings together researchers, EdTech start-ups and educational institutions to support the development of evidence-based thinking and to foster collaboration between the parties to create EdTech innovations that meet the needs of schools.

The program is divided into co-creation and mentoring sessions, reflection sessions, workshops and individual work-time. During the program, start-up's meet regularly with schools as well, involving students in the development process. Policymakers support educational institutions and companies, the university provides methodological and didactic support to the teams and supports evidence-based support in the co-creation process.

The start-up's and schools participating in the program will receive official recognition as co-creation partners of Estonian educational innovation.

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B. Development process

The co-creation process is based on the workshops provided by the program, and there are specific tasks teams have to solve, which is helping them move forward in the process. The developing process occurs between the sessions and workshops and is based on the monitoring and testing with teachers and students.

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C. Sessions and workshops

Koosloome hariduses
EdTech ettevõtete ja haridusasutuste vaheline koostöö

**EDUCATE** mudelist inspireeritud tabel

Tõenduspõhisusele suunaja

Sõnastatud koosloome eesmärk	Välja töötatud prototüüp, toode, mis … Uued praktikad, mis … Toote X uus funktsionaalsus, mis …
Uurimisküsimus	Mil määral paranevad/muutuvad/tõusevad … Kuivõrd toetab toode … Kuidas hindavad õppijad/õpilased
Uurimismeetod	
Sisend - milliseid vahendeid, ressursse on vaja tegevuse elluviimiseks	Lauaarvuti Interneti ühendus Valmis ja toimiv rakendus Õppijad - mis vanuserühmast ja kui palju? Õppijate eelnevad teadmised? Metoodiline/didaktiline/haridustehnoloogiline ekspertiis
Tegevused - mida toode teeb kasutajate jaoks ja mida kasutajad saavad tootega teha?	**Kasutaja lood:** Õppija saab … Õppija kasutab seda funktsionaalsust … Õpetaja teeb …
Väljundid - mis on oodatav toode ja plaanitud väljundid/muutus, mida kasutajad kogevad?	Õppija on võimeline (leidma sobivad strateegiaid, tegema otsuseid) Õppija reflekteerib mõtestatult … Õppija kasutab … funktsionaalsust, et … Õppija arendab … Õppija näitab paranenud …
Mõju - mis on toote oodatav mõju?	Omandatud oskused, strateegiad Testi tulemused Muutused uskumustes, mõtteviisis

- There are workshops provided for the teams to develop needed skills and support the development process and helps to guide the process to a more evidence-based approach.
- Co-creation and reflection sessions bring together all the parties to share their experiences and learn from each other.
- Between the set of sessions, there are meetings, testing and monitoring of the testing process

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D. Final event
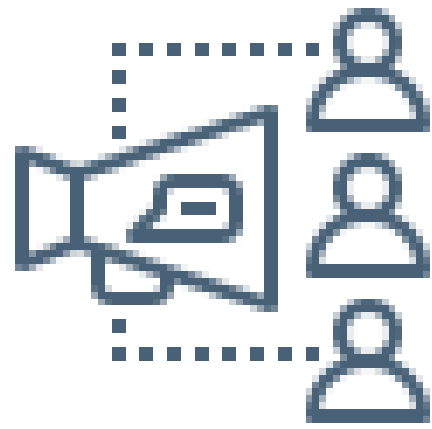
The teams
- Share their latest results they have reached and present future plans
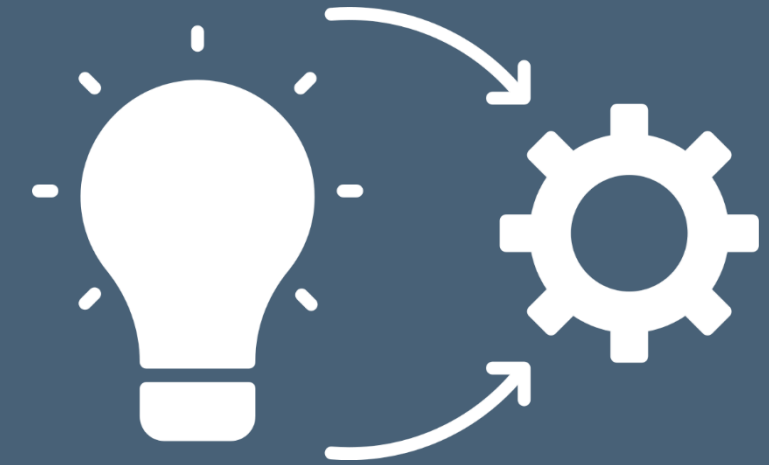- Share their experiences to co-create as well as biggest successes and failures

General
- Acknowledging and thanking the participants
- Networking

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Recommendations

Ideas and guidelines

The Co-Creation Program could take place on a different time-frame to be more suitable and efficient, especially for teachers. Participating start-ups' could be more at the same level of maturity.
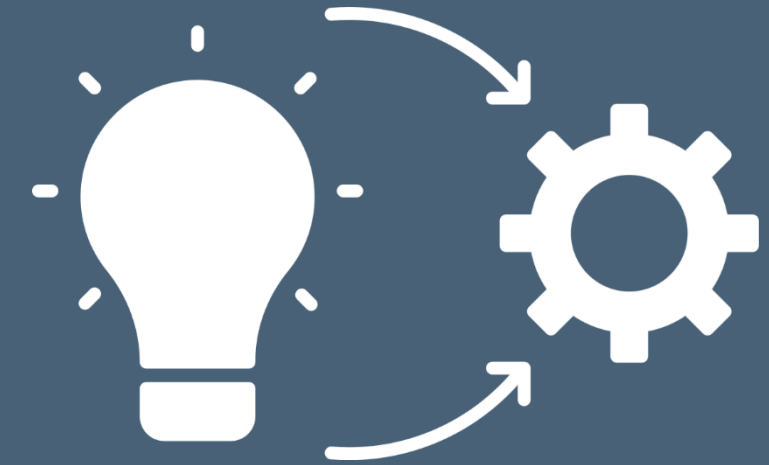
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Recommendations

Preceding and following actions

Before the workshops: Discussions with the start-ups to understand their needs and existing skills and knowledge to give more personalized and meaningful support.

After the workshops: Give more specific and meaningful tasks and later ask the teams to present the solutions they have developed for the tasks.
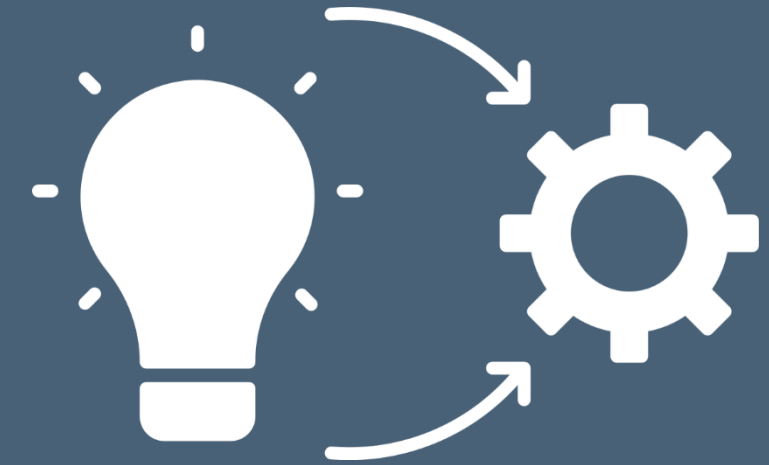
Recommendations

Experiences from implementations

There is a need for more personalized support for the teams and evidence-informed product development support is complicated process for the teams
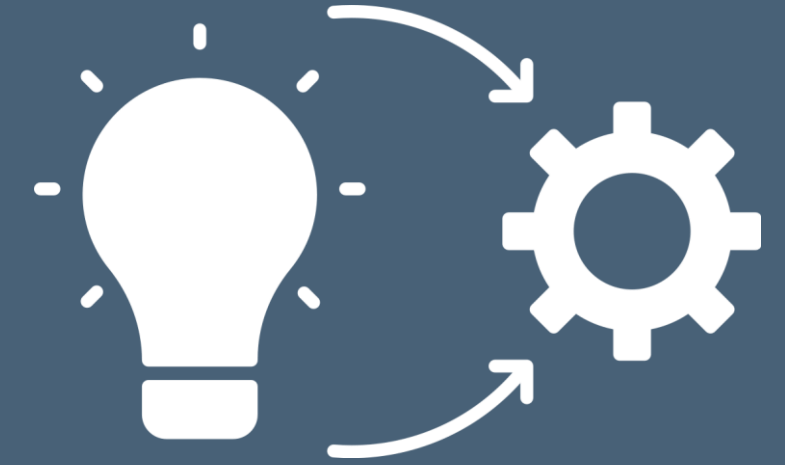
Recommendations

Examples and additional information

Click to find examples and additional information:

- https://eduspace.tlu.ee/koosloome

- Support material for using various methods during the process in separate presentations on: https://www.ihub4schools.eu/mentoring-model/
- Presentation of the iHub4Schools Mentoring Model

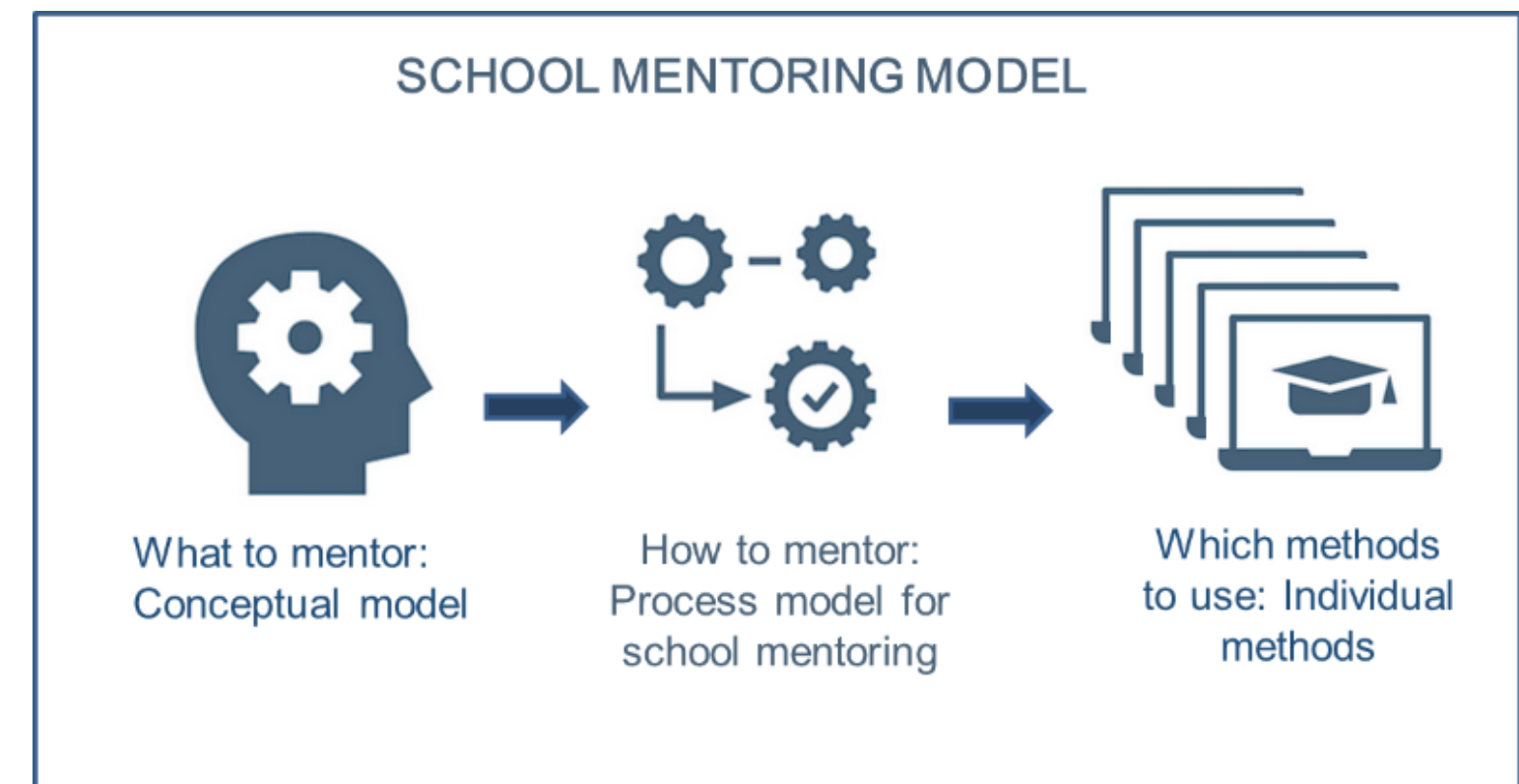# This material is part of the School mentoring model

The aim of the model is to foster the adoption of digital innovation at school level.

The focus is on teachers' understanding of digital technology and practices to implement technology in a pedagogically meaningful way.

The model promotes teachers' professional learning with peers and school management to create the culture and practices for evidence-informed implementation of digital innovation.

The model is created in the iHub4Schools project (2021-2023). More information of the model:

https://www.ihub4schools.eu/mentoring-model/

SCHOOL MENTORING MODEL

What to mentor:
Conceptual model

How to mentor:
Process model for school mentoring

Which methods to use: Individual methods

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University of Helsinki

Vilnius University

University of Bergen

STePS

University College London

École polytechnique fédérale de Lausanne

Estonian Education and Youth Board

Batumi Shota Rustaveli State University