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Immersive spaces for participation and collaborative reflection

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How four EU-countries develop a course that improves the students' digital skills

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Abstract

Technology is an indispensable part of the healthcare system in European countries; however, research indicates that healthcare staff skills are not updated to address how to use technologies in collaboration with patients. There is still a lack of implementation of relevant technology and a lack of skills to reflect on the use of technology in relation to their professional practice. Working with technology in real scenarios will familiarize students with technology, lose the fear of new technology, gain more knowledge on how to integrate patients' needs in the use of technology.

The aim of this 3-year Erasmus+ project (Tech2Match) is to provide healthcare students with digital skills and competences so that they can carry out their professional work with the technologies. And develop teachers' expertise in creating, planning, describing, and testing new digital learning approaches. Methods used are literature search, focus group interview with stakeholders in the 4 countries, and testing set up in the 4 countries.

The project will therefore develop blended learning and scenarios in real life to meet the students' learning needs. An online MOOC will also be developed to contribute to digitization in education in a sustainable way. The ADDIE model is part of the development of the teaching process, with a particular focus on online teaching. In addition, the starting point is Reflective Practice-Based Learning.

The result of the Erasmus+ project is a fully developed and tested teaching course that aims to develop new and unique digital pedagogy for higher health education institutions.

Keywords

Digital skills, European healthcare students, Learning

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