



## Module 3: Innovation

### Topic 3.1: Innovation – definition and background

#### Introduction to the course

This course was developed within an Erasmus+ KA2 project with the title **The system of support for academic teachers in the process of shaping the soft skills of their students.**

The aim of the project is to develop 4 courses **targeting higher education teachers** as guidance for **embedding soft-skills teaching into regular courses** and curriculum of higher education institutions.

This course is focused on the skills of **creativity, innovation, critical thinking, and teamwork**. It is organized into 5 modules together bringing 75 hours of learning workload. The methods of learning are based on a mix of **self-study, discussions in forums, face-to-face lectures, workshops, and online learning**.

Video: <https://youtu.be/Xs-vnxEfXV0>

#### Module objectives

- To present definitions of innovation as well as its importance for today’s graduates.
- To present the situation of teaching innovation in an educational context.
- To show several practical examples of techniques for teaching innovation.

#### About the module

In the module about Innovation, we talk about innovation and how innovation could be embedded into regular classes in higher education

The module is divided into 3 lessons with an online learning approach such as forums, video presentations, reading materials, and quizzes. Please follow the directions for studying available in each of the lessons.

After the three lessons, the face-to-face lecture with the workshop will be organized in which the topics of the first three lessons will be discussed in detail.

Topic	Methods/materials	Student activity	Contact hours	Mode
<b>MODULE 3 - INNOVATION</b>				
Innovation -definition and background	Self-study, video, readings	Forum, quiz	5	Online
How to teach innovation?	Self-study, video, readings	Forum, quiz	5	Online
Techniques for teaching innovation	Self-study, video, readings, introduction to lecture	Quiz	3	Online
Teaching innovation	Lecture	Workshop	4	Webinar/face-to-face session



### Topic 3.1 Directions for studying

1. Check the introductory video and text.
2. Check the reading material with the video lesson and readings.
3. Try to answer the discussion question and join the forum.
4. Try the quiz and check your knowledge.
5. The contents will be discussed at workshop.

### Topic 3.1 Discussion questions

Please, after watching and reading the above video and reading materials try to answer the below question. You will be able to discuss this issue with your colleagues enrolled in this course by joining the appropriate forum.

- **What are your views about embedding innovation in curricula in higher education? This could relate to the contents taught, the teaching approaches; however, the most important objective is to promote innovation among students.**

### Topic 3.1 Workshop

No.	Time needed to execute the activity (minutes)	Contents of the activity	Activity executed	Learning goals/learning outcomes (listing)	Literature and study materials used for study
1	15'	Introduction	Introduction and revision of previous modules		
2	30'	What is innovation?	Presentation	Understand the definition of innovation, the difference between innovation and creativity, different types of innovation;	<ul style="list-style-type: none"> <li>– Gault, F. (2018). Defining and measuring innovation in all sectors of the economy. <i>Research Policy</i>, 47(3), 617-622.</li> <li>– Chen, J., Yin, X., &amp; Mei, L. (2018). Holistic innovation: an emerging innovation paradigm. <i>International Journal of Innovation Studies</i>, 2(1), 1-13.</li> </ul>
3	30'	The importance of teaching innovation	Presentation and discussion	Under Alexander and Fry's pedagogically-oriented framework for	<ul style="list-style-type: none"> <li>– Strayer, J. F. (2012). How learning in an inverted classroom influences cooperation, innovation and task orientation. <i>Learning</i></li> </ul>



				design- business experiences aimed towards preparing students for VUCA conditions stand	environments research, 15(2), 171-193. – Zhu, C. (2015). Organisational culture and technology- enhanced innovation in higher education. Technology, Pedagogy and Education, 24(1), 65-79.
4	30'	How to teach innovation	Presentation and discussion	Understand different tools for teaching innovation in different fields	– <a href="https://innovationmanagement.se/2013/05/30/the-7-all-time-greatest-ideation-techniques/">https://innovationmanagement.se/2013/05/30/the-7-all-time-greatest-ideation-techniques/</a> – Bryan W. Mattimore (2012): Idea Stormers: How to Lead and Inspire Creative Breakthroughs
5		Break			
6	90'	Workshop – how to teach innovation	Workshop	Learn different tools to be able to implement them in different fields of study	– <a href="https://innovationmanagement.se/2013/05/30/the-7-all-time-greatest-ideation-techniques/">https://innovationmanagement.se/2013/05/30/the-7-all-time-greatest-ideation-techniques/</a> – Bryan W. Mattimore (2012): Idea Stormers: How to Lead and Inspire Creative Breakthroughs