



## **DigiEduHack Challenge Learning Spaces and Pedagogies**

# **Designing a Hands-on Learning Space for the New Generation**

## **Design with us the FABLAB of your dreams!**

The challenge requires participants to think “outside the box” and imagine learning spaces capable to sustain themselves over the long run. We expect participants to come up with a tool-kit/manual of this engagement/activities plan sustainable and attractive in a 1-year and 5- year perspective.

## **Designing a Hands-on Learning Space for the New Generation**

Join our DigiEduHack to connect with other educational professionals, innovators and entrepreneurs to co-create the future of education.

### **How to prepare for the challenge?**

We need dreamers, innovators and people able to think “outside the box”! Find good practices and examples that you love and lets try to reshape all of them in the design of something new for our university!

### **Why is it important to find a solution to this challenge?**

In a world of continuous innovation and exponential change, rather than teaching students, universities should train students to be learners, in a continuous and proactive way. While constructivist and project-based approaches to education have been conceived decades ago, they are hardly exploited not only inside traditional universities, but also outside. We do not expect a complete solution for this problem; instead, we want to obtain breakthrough ideas that could be immediately tried and applied, inside the university and outside of it in cooperation with our partners. Such ideas will be the seeds of a larger effort promoted by the University of Trento in order to build an internal Fablab, support the growth of existing learning spaces and be the spark that ignites the birth of many other of such spaces.

## **What is the possible impact of a good solution?**

The internal fablab will be the first player to benefit from the solution originated in the hackathon. On top of this, we have established partnerships with cultural associations, fablabs and schools; they will provide mentors from one side, but also potential vertical themes to be exploited as starting points from participants. Vertical themes include but are not limited to public engagement toward citizen science and maker education for the youngest. These partners will help us to exploit the hackathon results.

## **What is the expected outcome of this challenge?**

We expect participants to come up with ideas about their dreamt learning environment: a tool-kit/manual of this engagement/activities plan in line with the suggested activities to make the lab sustainable and attractive in a 1-year perspective and 5- year perspective. In doing so, communication strategies and rewards needs to be considered, to be applicable in a volunteer-based environment.