



## DigiEduHack Challenge Individual Competences

### **Provide students with their own individual learning path**

#### **Help us find solutions which enable students to decide what they need on information literacy.**

Students differ in needs and knowledge levels when it comes to information literacy. Therefore it's important to provide students the opportunity to choose their own path in what they learn and on which level they want to master this. But how do you choose if you don't know how it brings value?

#### **Co-create the future of education together with us!**

DigiEduHack connects educational professionals, innovators and entrepreneurs to co-create the future of education. Solve the challenge and turn your vision into reality and showcase your solutions. Experts and mentors will support your team during the 24 hours in finding the best solutions to the challenges. Winner TU Delft Hackathon wins €2500 + selection spot YES!Delft Validation Lab. The best international team can win €5000 in a global award contest!

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

Gain a basic understanding on information literacy ([tulib.tudelft.nl](http://tulib.tudelft.nl)) (How to search for scientific papers, how to assess a papers reliability?)

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

At this moment, the information literacy course for master students is being revised. Personal learning paths, and the possibility to follow parts of the course without a pre-set order give us the chance to improve the current course and have a better match with the student's needs.

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

A good solution will help the TU Delft Library to build a course that engages the students and guides him/her in their learning to improve their academic output (thesis, papers, etc.). On the short term the solution should be implemented in the information literacy course, but the possible impact goes beyond this since many educators at different faculties face similar challenges.

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

There is a wide range of possible solutions, and we expect a variety of ideas on this challenge. An outcome can be a proof of concept for a new mechanic that deals with variable learning objectives. Or maybe a new approach for a part of the course that allows students to skip or go more in depth on proposed course topics. At this moment we are also looking at gamification principles to incorporate in the course this should help students to personalize their learning path and fit their learning needs. A good solution provides us with new insights on the skills of that students have to determine their own learning objectives.

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