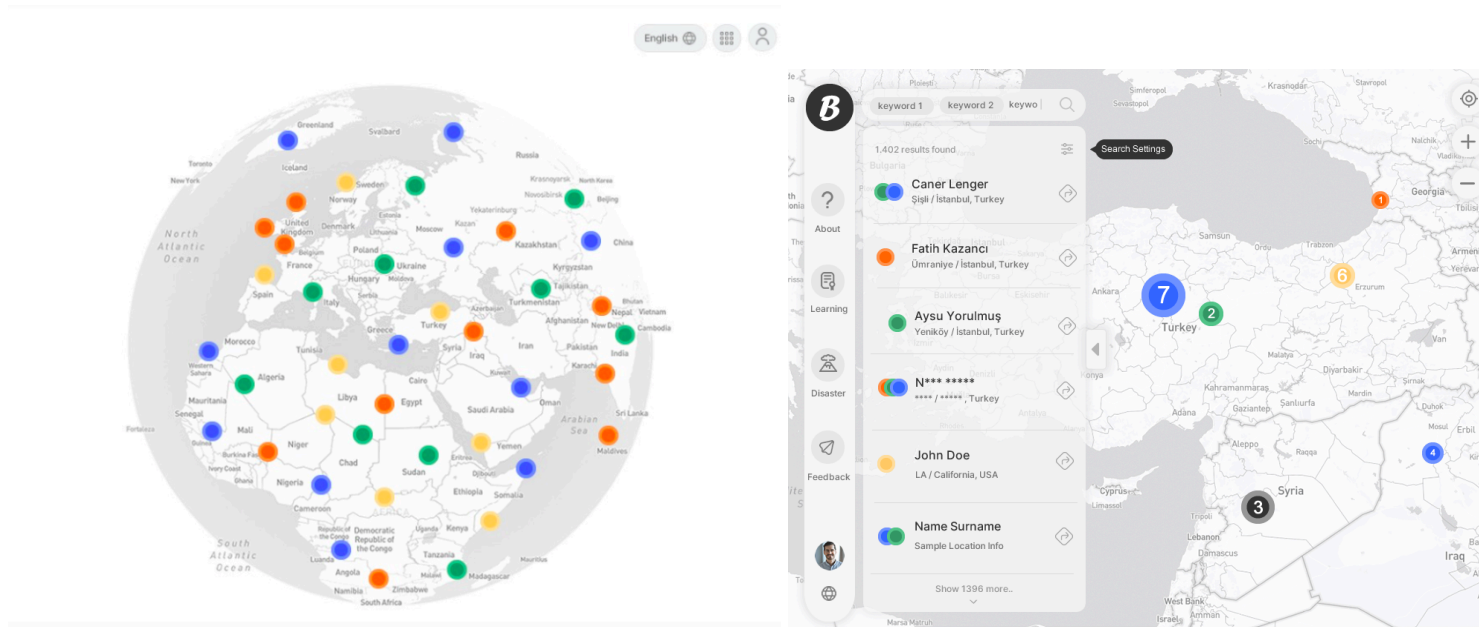


WP6

T6.3 and T6.4 in WP6 are to be configured together in a holistic and integrated way as explained in the following paragraphs. T6.3 and T6.4 are conceptually and technically interdependent, requiring iterative feedback loops under the close supervision of WP6 co-leaders. Expertise on innovative teaching and learning merges with the external expertise of high-calibre software developers. Development and maintenance of a complex Digital Platform over the life cycle of EELISA 2.0 requires extensive, consistent, and fully-dedicated effort by a group of professional software engineers who are familiar with the complexities of platforms like LinkedIn or Coursera. The scope of the tasks are well beyond the capacity of part-time employees.

T6.4 - Digital stakeholder engagement platform

- The *Platform* allows the users (individuals) including academics, students, researchers, administrative staff, alumni, public and private industry professionals and employees, and citizens to specify keywords which correspond to their areas of interest or expertise that they volunteer to exchange with the other members of the EELISA ecosystem by taking different roles (i.e., mentor, teacher, learner, etc).
- The overall aim and the specific focus of the Platform is to improve the quality of teaching and learning experiences within EELISA European University in collaboration with internal and external stakeholders. A prototype of the Platform is currently being tested by the Istanbul Technical University (ITU) Center for Excellence in Education (ITU CEE) by external funds including The British Council ([Connect4Innovation: UK-Turkey Higher Education Institutional Partnerships Fund](#)), [International Association of Maritime Universities](#) (IAMU), and ITU research Fund.
- When completed, the Platform will have the following features:
 - Users will be able to
 - create a profile page like LinkedIn (name & surname, photo, location, social media accounts, education, experience, memberships, ongoing projects, certificates, etc).
 - specify keywords that correspond to their areas of expertise or interest (users can add or replace keywords any time)
 - specify different roles (learner, teacher, mentor, etc) that they volunteer to take when they learn, or share knowledge and experience with other members of the Platform
 - search and access the profiles of other members of the Platform with their consent
 - see their geographical distribution at global level to invite and co-create learning experiences



Screenshots from the ongoing projects

- post events (learning and teaching-related activities) and share with others on an event management page
 - give feedback for authorised admins for the continuous improvement of the Platform
 - use the Platform with his/her own institution's authentication information (e.g., eduroam, edugain)
 - use the Platform with his/her own language
- Authorised admins in EELISA institutions will be able to
- monitor and report the geographical distribution of Platform members
 - directly engage with any subset of members (both academic and non-academic) around the globe for designing and sharing learning experiences. The Platform will have a customizable email management system to engage with specific groups of Platform members according to their shared interests and expertise (keywords)
 - organise targeted campaigns within the EELISA ecosystem so that specific groups can be brought together to co-create innovative learning experiences

T6.3 - Development of a modular knowledge management architecture to arrange the learning landscape of EELISA

- The internal and external stakeholders of EELISA which will be accessed through the Platform as described in T6.4 to co-create modular- Lego-like learning experiences (modules), which can be designed by internals (students, academics, researchers, administrative staff) and externals (alumni, private sector members, NGO members, etc) separately, or through their collaboration.
- The Platform will function as a repository for the storage of designed modules (like that of Coursera), when they are approved by the EELISA admins.
- The user will be able to specify learning outcomes for the modules, select and add content delivery options by drag-and-drop tools and store modules on the digital platform.
- The modular knowledge architecture will allow authorised users to combine various modules from different engineering and other disciplines at EELISA level.

2020-2021 Spring

BPS

LOW CARBON CONCRETE										
LEARNING OUTCOMES	Learning	Design	Build	Test	Evaluate	Communicate	Collaborate	Reflect	Transfer	Time
1. Describes how the low carbon concrete production process takes place.										
1.1. What is low carbon concrete?	✓	✓								15 min.
1.2. Steps between raw material and final product formation.	✓	✓								10 min.
1.3. Utilization areas of low carbon concrete	✓		✓							10 min.
2. Compares the differences between low carbon concrete and normal concrete and the prevalence of use.										
2.1. Low carbon concrete use in the world: USA and England case.	✓	✓	✓							30 min.
2.2. In Turkey, low-carbon concrete initiatives: Akpetis (Hakan Gurtas)	✓	✓	✓				✓			45 min.
2.3. A closer look at low carbon concrete: Akpetis Ruyakemese Factory and Lab.		✓	✓	✓	✓	✓	✓			60 min.
3. Discover a solution to the carbon emission problem created by heat islands and cement production in cities, which is one of the important causes of the climate crisis.										
3.1. Relationship between the formation of urban areas, heat islands and climate change	✓	✓	✓		✓					20 min.
3.2. Carbon emission and concrete production relationship	✓		✓	✓	✓		✓			45 min.
4. Tests the possibility that the use of low carbon concrete in areas to be built will be a solution against heat islands in cities.										
4.1. Computer-driven model designs for carbon emission and heat islands	✓	✓	✓	✓		✓		✓	✓	60 min.
4.2. Analyzing models in the conditions of long term period in urban areas		✓	✓		✓			✓	✓	60 min.
4.3. Application of output results to urban projections: Urbanistic	✓	✓	✓	✓		✓		✓	✓	120 min.
5. Develops proposals together with the evidences of the change that architectural projects made with low carbon concrete will create in cities.										
5.1. Organizing 24 hour brainstorm workshop or hackathon for developing proposals in Istanbul.	✓	✓		✓		✓				180 min.

An example of a learning experience with different modules

As explained above, T6.3 and T6.4 are to be configured together in an integrated way, since stakeholder engagement on a digital platform lies at the heart of co-creating, storing and sharing high-quality learning experiences with the internal and external stakeholders of EELISA.