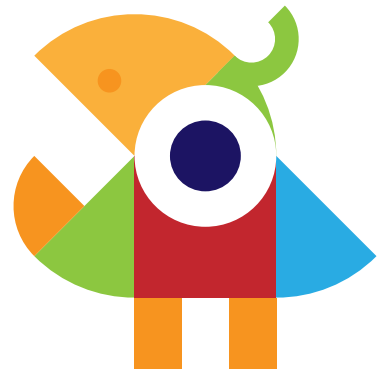




**Toolboxes for *SuperFast*  
learning digital  
contents in STEM**





THE CHALLENGE WE TOOK UP

## New training contents for a knowledge-based society

Even before the outbreak of the Covid19 emergency, the shifting from an industry-based society to a **knowledge-based society** had already started radically changing the training approaches. Online was already spreading, supported by constantly evolving technologies and it was considered an important asset for HEIs.

Covid19 has accelerated the process and forced all the HEIs to face the challenge of shifting online what initially was delivered in person. Lecturers learned that it is not enough to translate training content into a .PPT presentation or into a video-lecture to make it effective: there are **specific pedagogical methodologies** for developing classes and digital contents that must be mastered for delivering quality products and many educators were not aware of them.

HOW WE'RE GONNA FACE IT



## ***SuperFast* learning machines**

The general objective of the project is to **increase the digital and pedagogical skills** of EU lecturers working in STEM fields.

The partnership will develop a set of IT tools, called ***SuperFast Learning Machines*** that, adopting Natural Language Processing and data-mining, will support them in developing the digital contents.

### **Dataset-based learning**

Dataset-based learning (DBL) is the learning in which students learn about a subject through the experience of working directly with dataset taken from real situations.

### **Inquiry-based learning**

Inquiry-based learning (IBL) is the learning in which both lecturers' and students' questions are used to suggest areas for investigation, then leaving the students free to discuss and answer themselves how to manage the work.

### **Scenario-based learning**

Scenario-based learning (SBL) is the learning where the scenario establishes an environment in which there are several tasks to be completed and opportunities for learning presented.

### **Problem-based learning**

Problem-based learning (PBL) is the learning that results from the process of working toward the understanding or resolution of a problem that is encountered first in the learning process.

## THE PROJECT CONSORTIUM



UNIVERSITÀ DI PISA

université  
de **BORDEAUX**



University  
of Bremen

ERREQUADRO

Research over Research



Universida  
Zaragoza



With the support of the  
Erasmus+ Programme  
of the European Union

The European Commission support for the production of this publication does not constitute endorsement of the contents, which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



WWW.ESTEM-PROJECT.EU