ENTICING

ENriching Teachers' SkIlls in Digital Humanities CrowdsourcING

Why Enticing?

ENTICING is a two-year Erasmus+ project that will educate and equip teachers with skills and tools on applying Digital Humanities concepts and approaches in their teaching.

The project aims at seamlessly blending the benefits of Crowdsourcing with the need to upgrade the levels of digital readiness of secondary school teachers in humanities, by empowering them with competences and tools that will improve the quality of their teaching and at the same time will render them ready to respond quickly in circumstances of crisis.

To this end, the project will develop an innovative, tailored and co-designed training programme to educate teachers on Digital Humanities Crowdsourcing and support them in improving the quality of their work.

The organisations working together for the project are the University of the Peloponnese (Greece), KMOP Policy Centre (Belgium), Institouto Ekpedeftikis Politikis (Greece), KMOP Skopje (Republic of North Macedonia), CARDET (Cyprus) and Spectrum Research Centre CLG (Ireland).

What has been done?

Digital Humanities Crowdsourcing course curriculum design

We have designed a new curriculum that includes a range of compulsory and elective modules in order to raise the interest of both teachers and students and cover many subjects in Humanities.

The course design: a) delves into and trains teachers on key Digital Humanities concepts and approaches; b) trains them on the methodology and tools of crowdsourcing and how to integrate them in the classroom, and c) displays hands-on examples of implementing the principles of Digital Humanities Crowdsourcing in the classroom context.

We have also organised online workshops in all countries in order to get feedback from secondary school teachers with respect to the produced material.

Where are we now?

Developing the curriculum course content and on-line repository

Currently, we are enriching the developed Curriculum framework with the appropriate innovative content, utilizing a variety of crowdsourcing methods. The provided resources are useful for all members of the school community, addressing issues such as interdisciplinarity and digital literacy.

Furthermore, a full set of detailed guidelines is developed to support humanities secondary school teachers who are engaged to deliver the Digital Humanities Crowdsourcing course curriculum. It addresses the challenges that educators face with demands for education and training through a variety of online and alternative learning environments and endeavours to provide the support necessary for those professionals working in non-conventional environments.

Stay tuned to learn about our upcoming activities!

www.enticing-project.eu | info@enticing-project.eu

PROJECT PARTNERS