

# ARE YOU SERIOUS?!

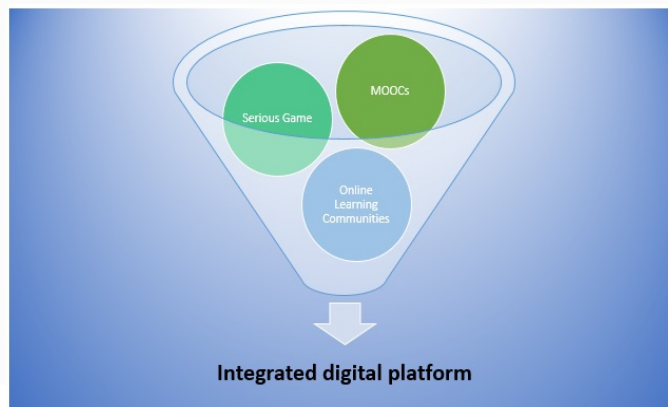
## INFO BROCHURE INSYSTED - Integrated System for European Digital Learning



INSYSTED is an Erasmus+ KA 203 Strategic Partnership project of the Alliance4Tech network running for 3 years from September 2019 to August 2022.

**Partners:** Technische Universität Berlin (Germany), CentraleSupélec (France), Politecnico di Milano (Italy), University College London (United Kingdom)

**Objectives:** To develop students' soft and digital skills and to support virtual mobility in the programs of Industrial Engineering and Production and Operations Management through the combined use of MOOCs, serious games and forum-based online learning communities.



What have we developed? An instructional **booklet** for an integrated pedagogical framework, the design of a **serious game platform**, a **manual** to incorporate the INSYSTED approach and the serious game, and **webinars** to offer inspiration on how to teach in a blended and international learning setting.



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# INSYSTED INSTRUCTIONAL BOOKLET

Read Anna's story to be introduced to the INSYSTED approach!

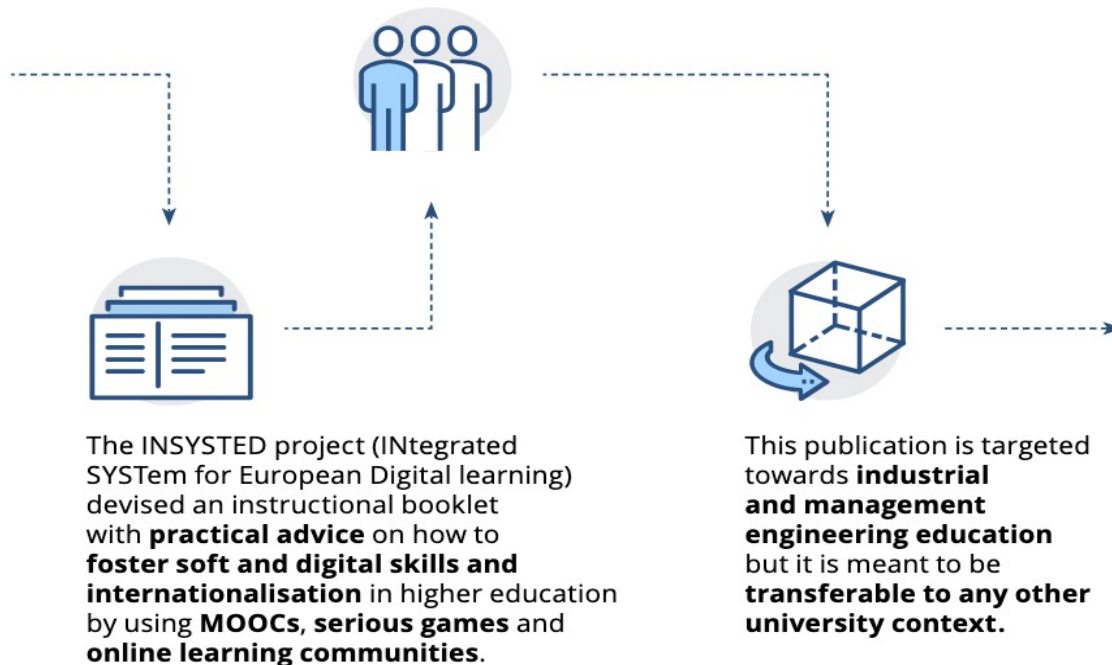
## BEFORE THE INSYSTED APPROACH



"I am a university teacher in the study programme in Industrial Engineering and Management and I am reflecting on how to make the most of my courses.

**I would like the students to engage in the classes more actively and gain practice in digital tools**, in addition to just listening and taking notes."

This booklet is an **inspirational guide** for **university teachers** but also for the **non-academic staff** supporting them in the (re)design of lessons and courses in a **blended learning setting**.



## AFTER THE INSYSTED APPROACH



"I decided to use a **small steps approach** and to focus on one critical topic within my course, blending face-to-face and online activities."

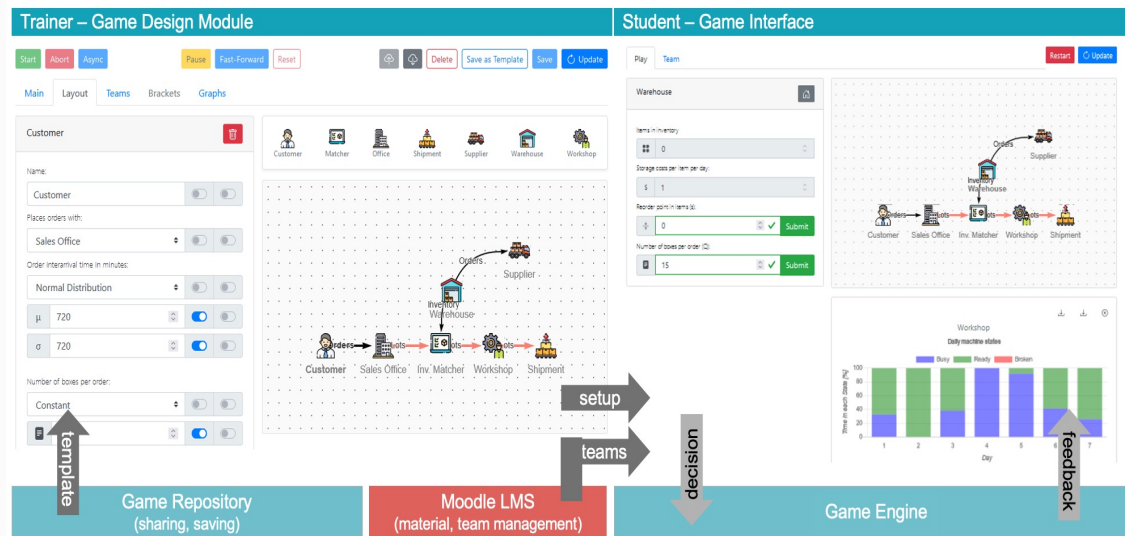
If Anna's story intrigued you, you can download the booklet here:

<http://www.alliance4tech.eu/insysted-pedagogical-framework-instructional-booklet/>

# INSYSTED **SERIOUS GAME PLATFORM**



The INSYSTED **serious game** is a web-based platform where students manage their own production process. It offers a dynamic learning experience for students and learning by playing as an alternative way of studying. To **optimize** their production the students will have to make various decisions. Their decisions can be adapted to the knowledge gained in the lessons and therefore help students understand the different production processes better.



The **Design module** gives teachers the opportunity to implement, modify and share their own games.

In the **Gaming module** students **compete** in groups in synchronous or asynchronous planning processes. Setting up **international teams** is a great way of developing communication, language and team skills in an international context.

The platform can be used in all English-speaking teaching contexts to engage the students and give them a better feeling for **the consequences of their decisions** and the **impact uncertainties** have on the supply chain. The Learning Tools Interoperability (LTI) interface enables integration with common learning management systems.

**Web-based access to the game design platform to create and play own games:**

<https://insysted.pom.tu-berlin.de>

**GitLab code base of the platform implementation:**

<https://gitlab.com/insysted/insysted>

## INSYSTED **MANUAL** for the use of the INSYSTED approach in a European University network context



*The Manual explains how to incorporate the INSYSTED pedagogical framework in an international collaborative project, with a special focus on serious games. The material enables university staff to implement courses based on the framework and on the serious game platform.*

The Manual is available in a public repository under: <https://gitlab.com/insysted/insysted/-/wikis/home> and/or as a pdf document under: <https://www.alliance4tech.eu/manual-for-the-use-of-integrated-e-learning-toolbox/>

## INSYSTED **WEBINARS**

*Interested in making the most of MOOCs, serious games and online learning communities in your teaching? The webinar recordings and supporting slides are for university teachers interested in using the pedagogical framework and the serious game developed by INSYSTED.*

### **Webinar #1 Designing courses for the post-COVID university: introducing the INSYSTED pedagogical framework**

Webinar recording <https://youtu.be/NyBd4ztfukl> Supporting slides <https://doi.org/10.5281/zenodo.5675764>

### **Webinar #2 Tools and examples from INSYSTED pedagogical framework: detailed tips and concrete suggestions**

Webinar recording <https://youtu.be/LLrEG35UDDg> Supporting slides <https://doi.org/10.5281/zenodo.5723950>

### **Webinar #3 Introducing the serious game: learning objectives and key functionalities**

Webinar recording <https://youtu.be/7EjiIXzc5Eg> Supporting slides <https://doi.org/10.5281/zenodo.5865034>

# IF YOU ARE INTERESTED IN FINDING OUT MORE PLEASE CONTACT OUR PROJECT TEAM



**Website:** <https://www.alliance4tech.eu/insysted/>

- **Technische Universität Berlin**  
Prof. Thomas Volling [volling@pom.tu-berlin.de](mailto:volling@pom.tu-berlin.de)
- **Politecnico di Milano**  
Ada Giannatelli [ada.giannatelli@polimi.it](mailto:ada.giannatelli@polimi.it)  
Prof. Stefano Ronchi [stefano.ronchi@polimi.it](mailto:stefano.ronchi@polimi.it)
- **University College London**  
Ines Direito [i.direito@ucl.ac.uk](mailto:i.direito@ucl.ac.uk)
- **CentraleSupélec Paris**  
Prof. Jocely Fiorina [jocelyn.fiorina@centralesupelec.fr](mailto:jocelyn.fiorina@centralesupelec.fr)

Check out the INSYSTED  
instructional booklet



Check out the INSYSTED Manual



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