



DIGITAL+PBL FOR NO-BORDERS AND SUSTAINABLE STUDENTS' EFFECTIVE LEARNING

2024 ERACON Congress • ISEP-IPP, June 26, 2024



Co-funded by
the European Union

Implementation in classroom context piloting

Implementation schedule

Duration: 1 semester (2nd semester of 2023/2024)

Kick-off: March 6

Sprint 1: March 22 (2 weeks after the kick-off)

Sprint 2: April 19 (4 weeks after sprint 1)

Sprint 3: May 26 (5 weeks after sprint 2)

Ending pitch: May 29



Groups characterization

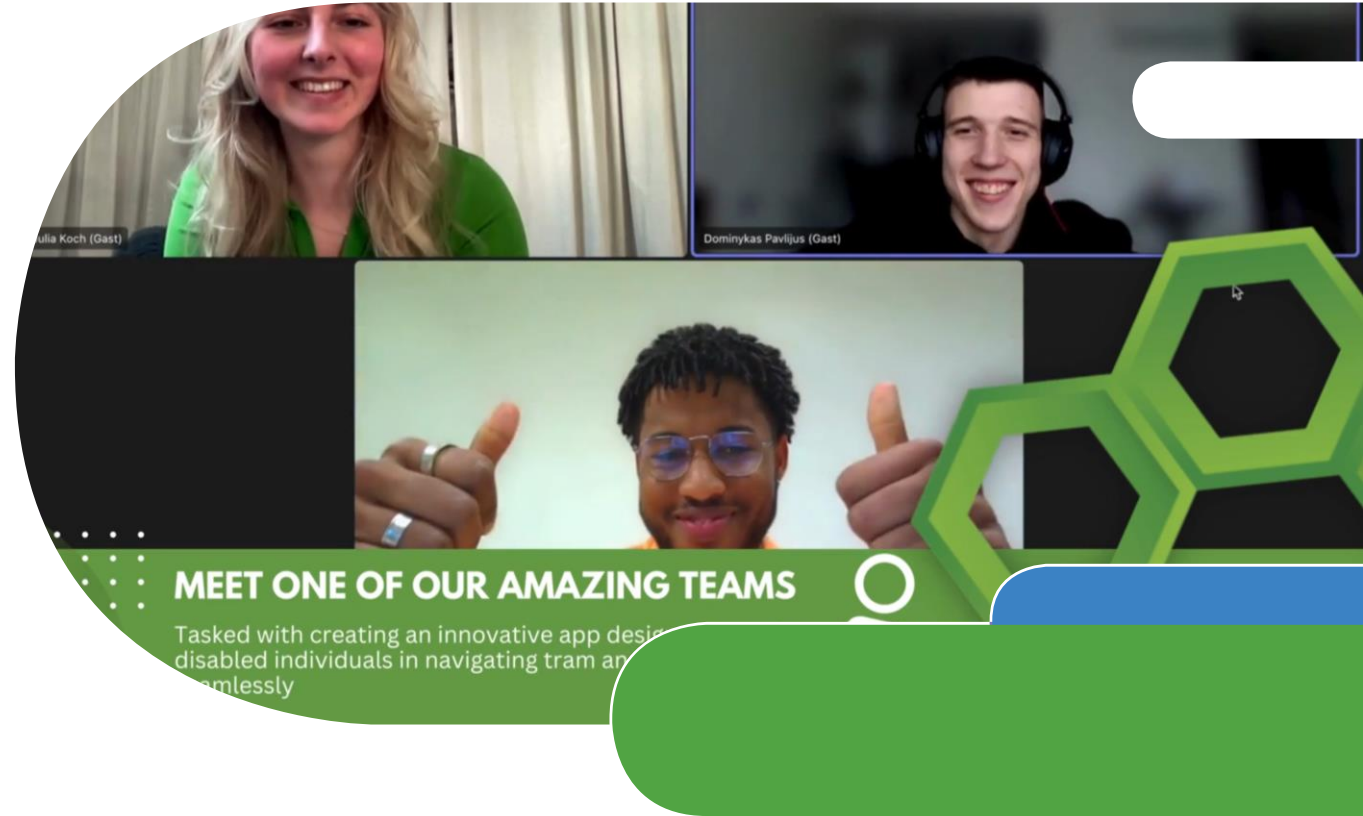
3 groups
competing among them

Partner	Country	Expertise	Students	Advisors
IPP-ISEP	Portugal	Engineering	2	1
Univ Belgrade	Serbia	Technology	6	1
Univ Francisco de Vitoria	Spain	Marketing	3	2
Univ Maia	Portugal	Marketing HR	6	2
Univ Patras	Greece	IT	6	1
VTDK	Lithuania	Design	3	1

Rules

All groups encompass all expertise

- PBL rules
- Poorly defined theme
- No traveling
- Digital-based communication
- Collaborative work
- Self-management
- Scrum or Design Thinking (or both)





Theme

Find solutions, combining technology and communication, that help disabled people to travel more easily on trains or trams.

< All teams



D-PBL: Piloting ...

Home page

Class Notebook

Classwork

Assignments

Grades

Reflect

Insights

Main Channels

General

Advisors

Group A

Group B

Group C

Students

Home page

Page detailsAnalytics

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Welcome to the D-PBL world!



D
P B L

D-PBL - Advancing Project-Based Learning into the Digital Era

A4.2 Implementation in Classroom Context Piloting

This is the collaborative application to support students' group projects

Resources

The Design Thinking Process

Kick Off Students Meeting 06 march 2024_

D-PBL home website

Get started with Teams for Education

Introduction to Scrum - 7 Minutes

A4.2 Handout

Learn more about Home page

Class schedule

UpcomingPastSync calendar

MONTH 01

No meetings yet
Upcoming meetings will show up here.

MONTH 01

Meeting title
Mon 12:00 PM
Location

MONTH 01

Meeting title

Assignments

Communication and collaborative digital platform



Groups Proposals

Group A



Deaf Nav

Empowering Deaf Travellers

- app with a sign language interpreter
- audio transcripts
- emergency live chat
- visual alerts
- sensor that makes the smartphone vibrate when the train approach

Group B



EnterEasy

- focused on user's autonomy
- app deploying access to the stations, stressing the routes for disabled people
- device with an ultrasonic sensor to map empty spaces for wheelchair in the crowd

Group C



4Wheels

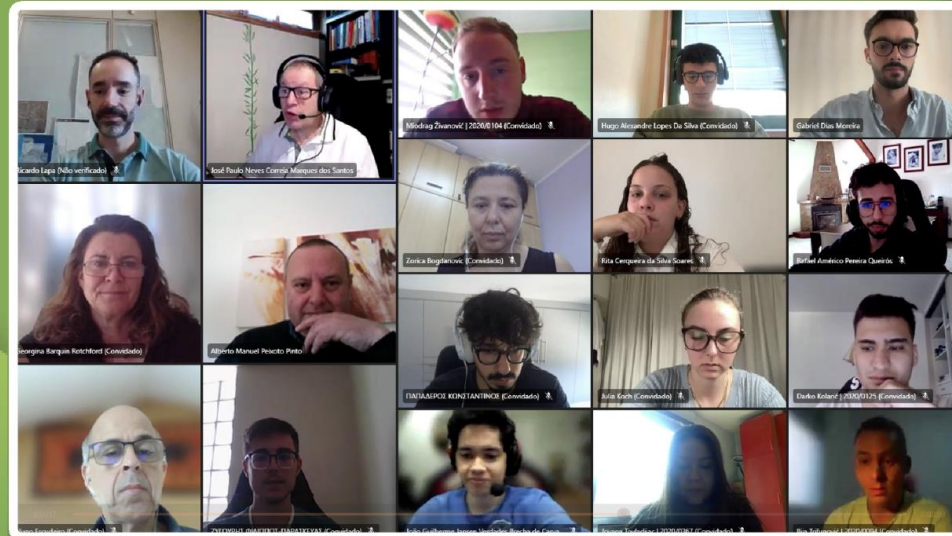
We Facilitate your Journey!

- the 'Waze' of accessibility
- maps the routes for disabled people
- actual state of lifts
- community-based information
- bracelet with impact detectors for emergency



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P B L

D-PBL PILOTING PITCH & FINAL ASSESSMENT



Pitch day!





Prize!!!

Group C's 4Wheels won the 2024 Fundação da Juventude competition of Young Entrepreneurs among 107 projects.

Findings from the Students (so far)



- No way around. You have to really speak and understand English.
- You have to deliver a **thing** in the end (app, website, device, etc.).
- Distance imposed the digital for communicating. You have to master it.
- The Project gave us context to apply many things we learnt before.
- Finishing the Project is a visible goal.
- No way around. You have to do team work whichever your team mates are.
- You are assessed by an expert (a Metro do Porto's engineer).

Thank you!



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