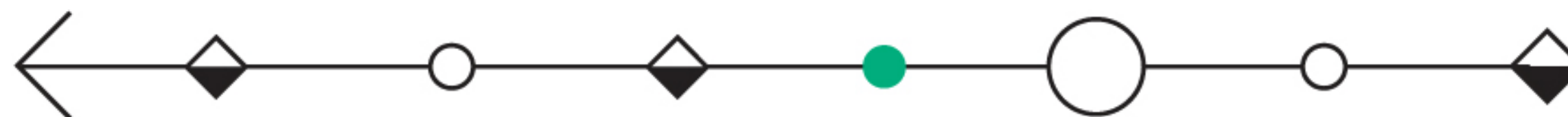




FUTURE
EDUCATION
MODENA



Donatella Solda

Bologna 10.10.19

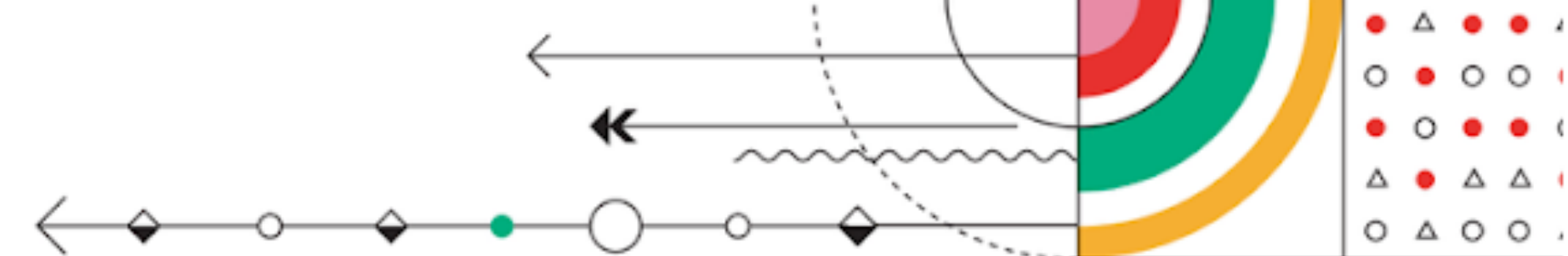




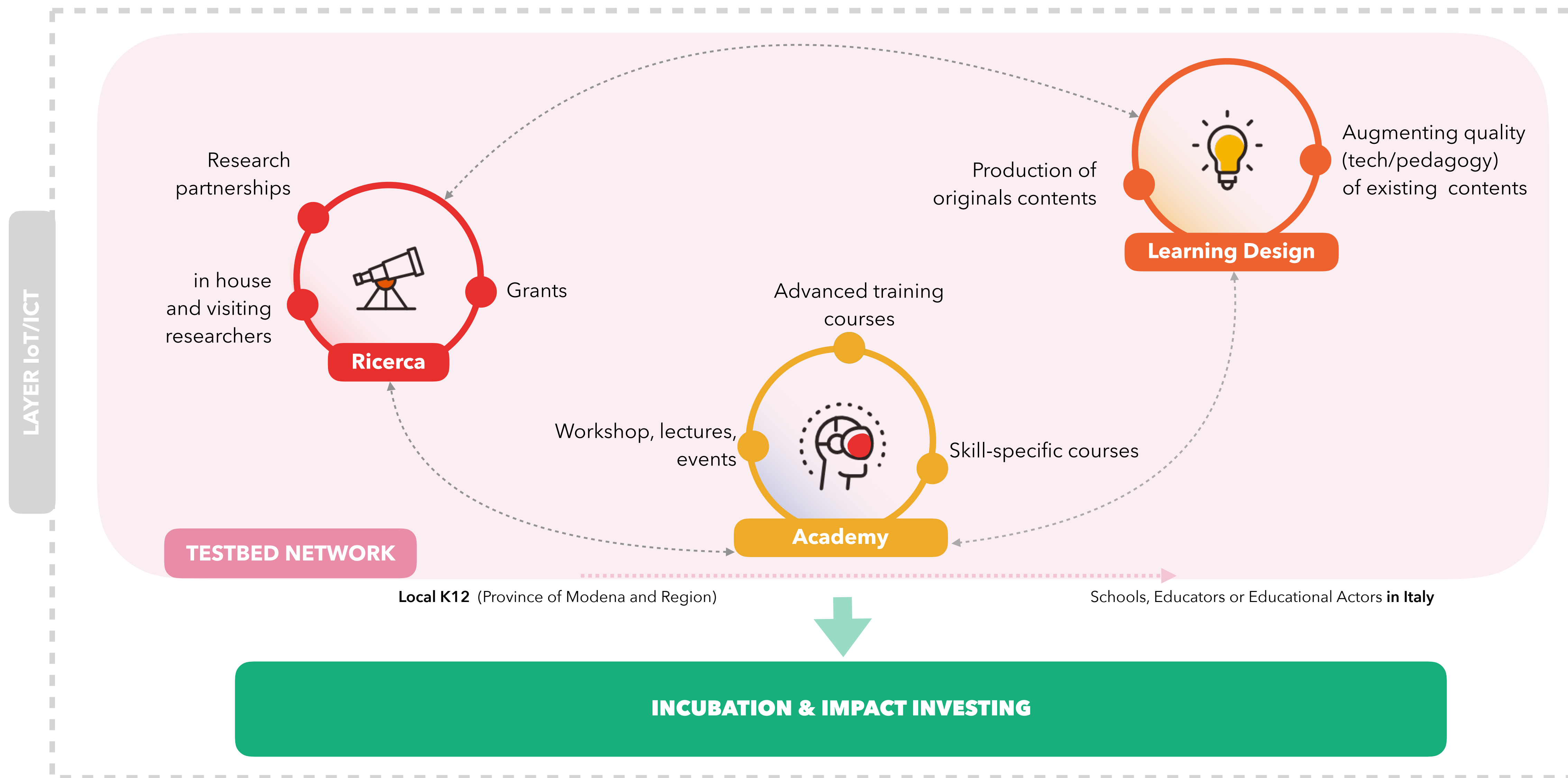
is an international center for
innovation in education
whose headquarters are in Modena.

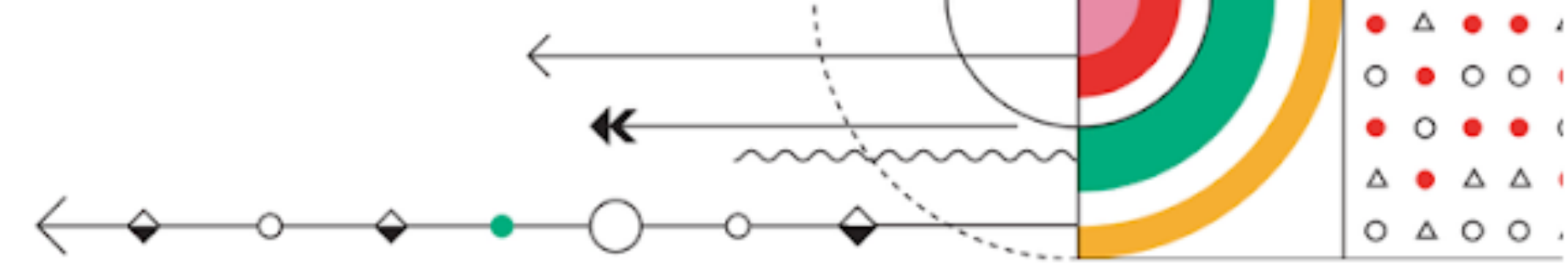
It is the first Italian **EdTech hub**.





Ecosystem





GLI AMBITI

STRUMENTI

ACCESSO

- Fibra e banda ultra-larga alla porta di ogni scuola
- Cablaggio interno di tutti gli spazi delle scuole (LAN/W-Lan)
- Canone di connettività: il diritto a Internet parte a scuola

SPAZI E AMBIENTI PER L'APPRENDIMENTO

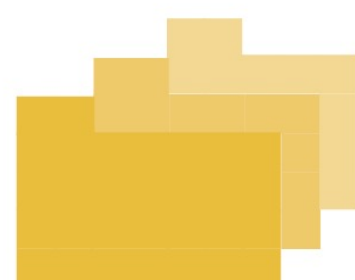
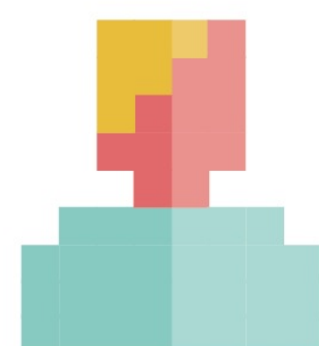
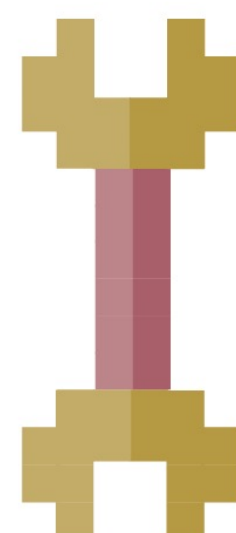
- Ambienti digitali per la didattica
- Challenge Prize per la scuola digitale
- Linee guida per politiche attive di BYOD (Bring Your Own Device)
- Piano per l'apprendimento pratico
- Edilizia Scolastica Innovativa

IDENTITÀ DIGITALE

- Sistema di Autenticazione unica (Single-Sign-On)
- Un profilo digitale per ogni studente
- Un profilo digitale per ogni docente

AMMINISTRAZIONE DIGITALE

- Digitalizzazione amministrativa della scuola
- Registro elettronico
- Strategia "Dati della scuola"



COMPETENZE E CONTENUTI

COMPETENZE DEGLI STUDENTI

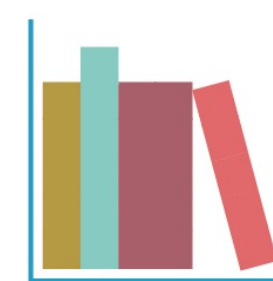
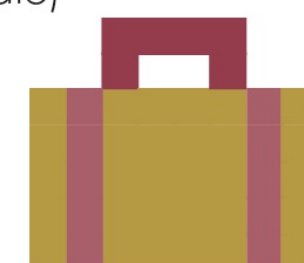
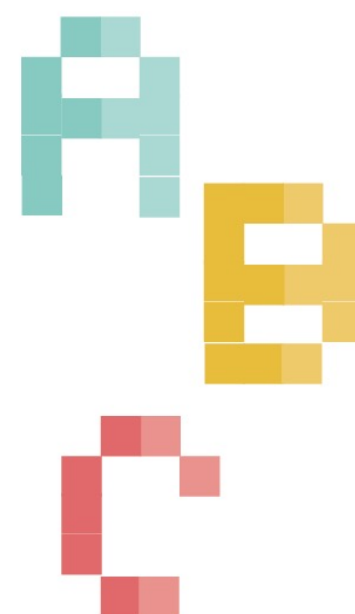
- Un framework comune per le competenze digitali degli studenti
- Scenari innovativi per lo sviluppo di competenze digitali applicate
- Una research unit per le Competenze del 21mo secolo
- Portare il pensiero computazionale a tutta la scuola primaria
- Aggiornare il curriculum di "Tecnologia" alla scuola secondaria di primo grado

DIGITALE, IMPRENDITORIALITÀ E LAVORO

- Un curriculum per l'imprenditorialità (digitale)
- Girls in Tech & Science
- Piano Carriere Digitali
- Alternanza Scuola-Lavoro per l'impresa digitale

CONTENUTI DIGITALI

- Standard minimi e interoperabilità degli ambienti on line per la didattica
- Promozione delle Risorse Educative Aperte (OER) e linee guida su autoproduzione dei contenuti didattici
- Biblioteche Scolastiche come ambienti di alfabetizzazione all'uso delle risorse informative digitali



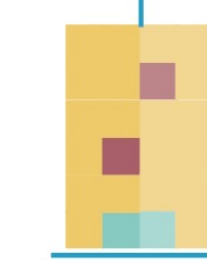
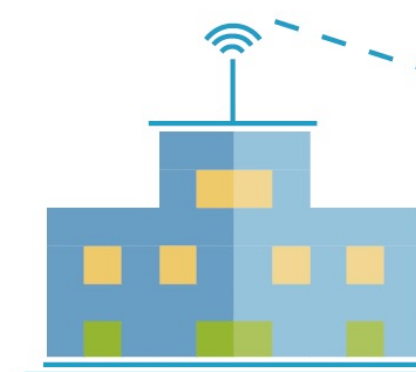
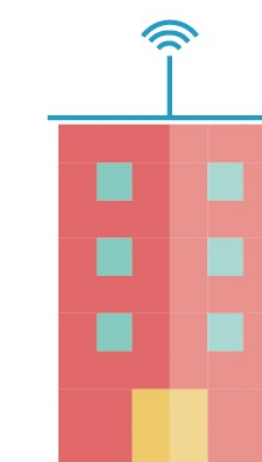
FORMAZIONE E ACCOMPAGNAMENTO

FORMAZIONE DEL PERSONALE

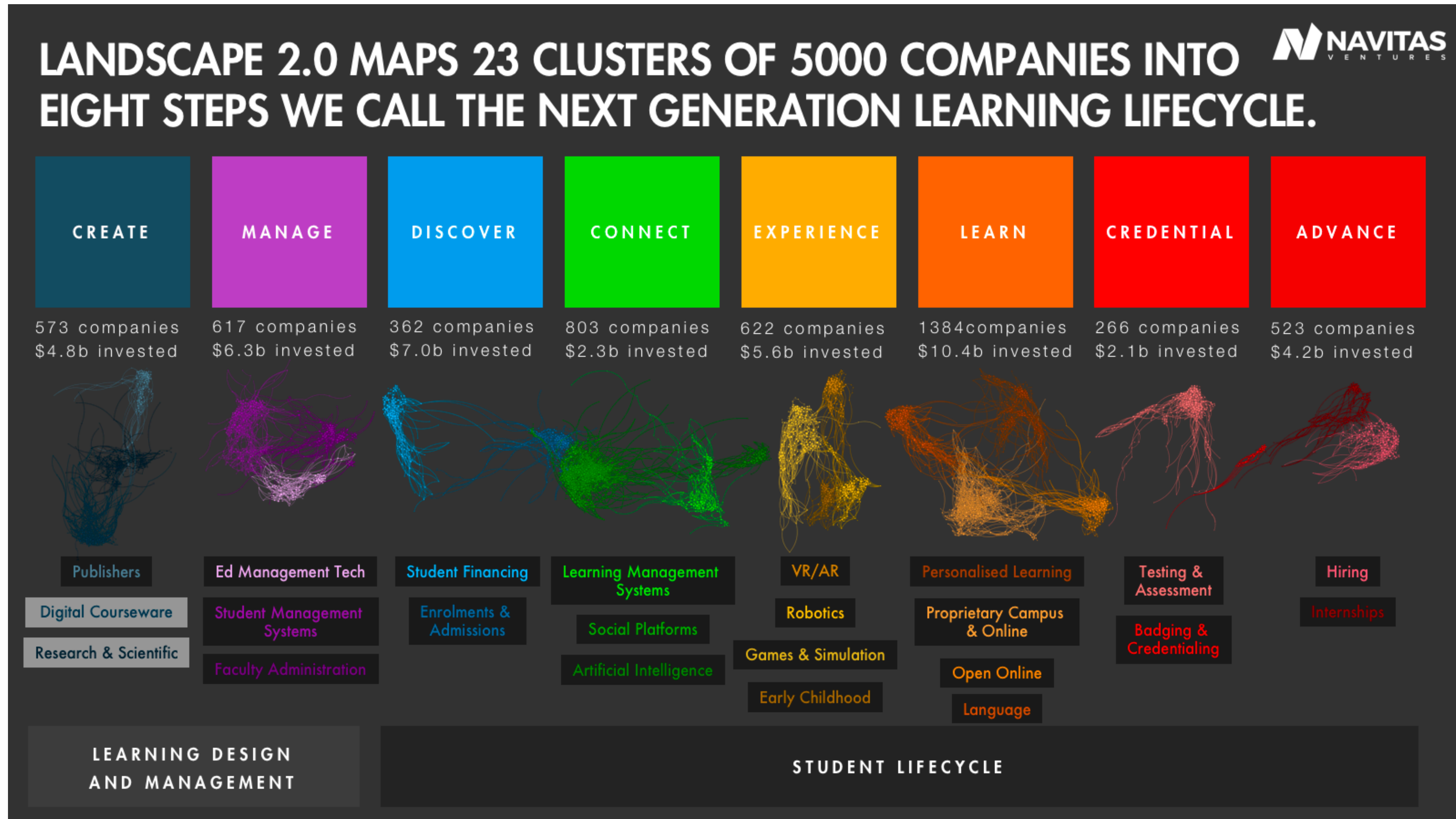
- Formazione in servizio per l'innovazione didattica e organizzativa
- Rafforzare la formazione iniziale sull'innovazione didattica
- Assistenza tecnica per le scuole del primo ciclo
- La nuova formazione per i neoassunti

ACCOMPAGNAMENTO

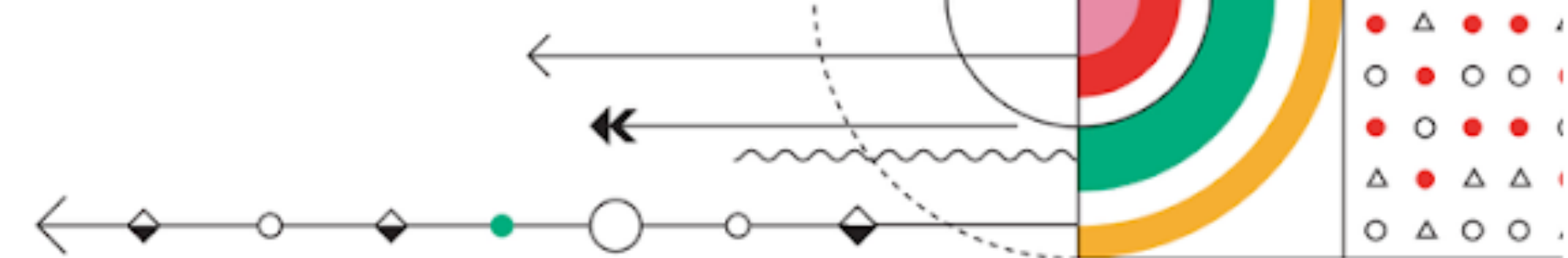
- Un animatore digitale in ogni scuola
- Accordi territoriali
- Stakeholders' Club per la scuola digitale
- Un galleria per la raccolta di pratiche
- Dare alle reti innovative un ascolto permanente
- Osservatorio per la Scuola Digitale
- Un comitato Scientifico che allinei il Piano alle pratiche internazionali
- Il monitoraggio dell'intero Piano
- Un legame palese con il Piano Triennale per l'Offerta Formativa



EDTECH INVESTMENT TRENDS



► The Global EdTech Sector (source: Navitas Ventures, Project **Landscape 2.0**)



1

RESEARCH

FEEDING RESEARCH IN EDUCATIONAL
FIELD

EVIDENCE-BASED LEARNING

The vast majority of educational experiences are not supported by **adequate scientific validation**. Research must accompany the potential of educational practice, both to help developing its **impact on society** and to develop critical awareness.

2

LEARNING DESIGN / ACADEMY

IMPROVING THE **QUALITY OF DESIGN**,
CONTENTS AND EDUCATIONAL
EXPERIENCES

A still too high portion of educational experiences does not investigate the potential of technological innovation. It is necessary to go beyond the surface of technologies and digitalisation to prevent education from being "marginalised" in society.

3

ACCELERATION

APPROACHING **EDUCATION**,
INNOVATION AND **SOCIETY**

The creation of educational startups / projects are often ineffective due to the specificity of the research required in the educational field and the mutual lack of stable connections with the main stakeholders (educators, schools, students, research).

FEM Labs

Digital literacy

Media
production

Green Science
Lab

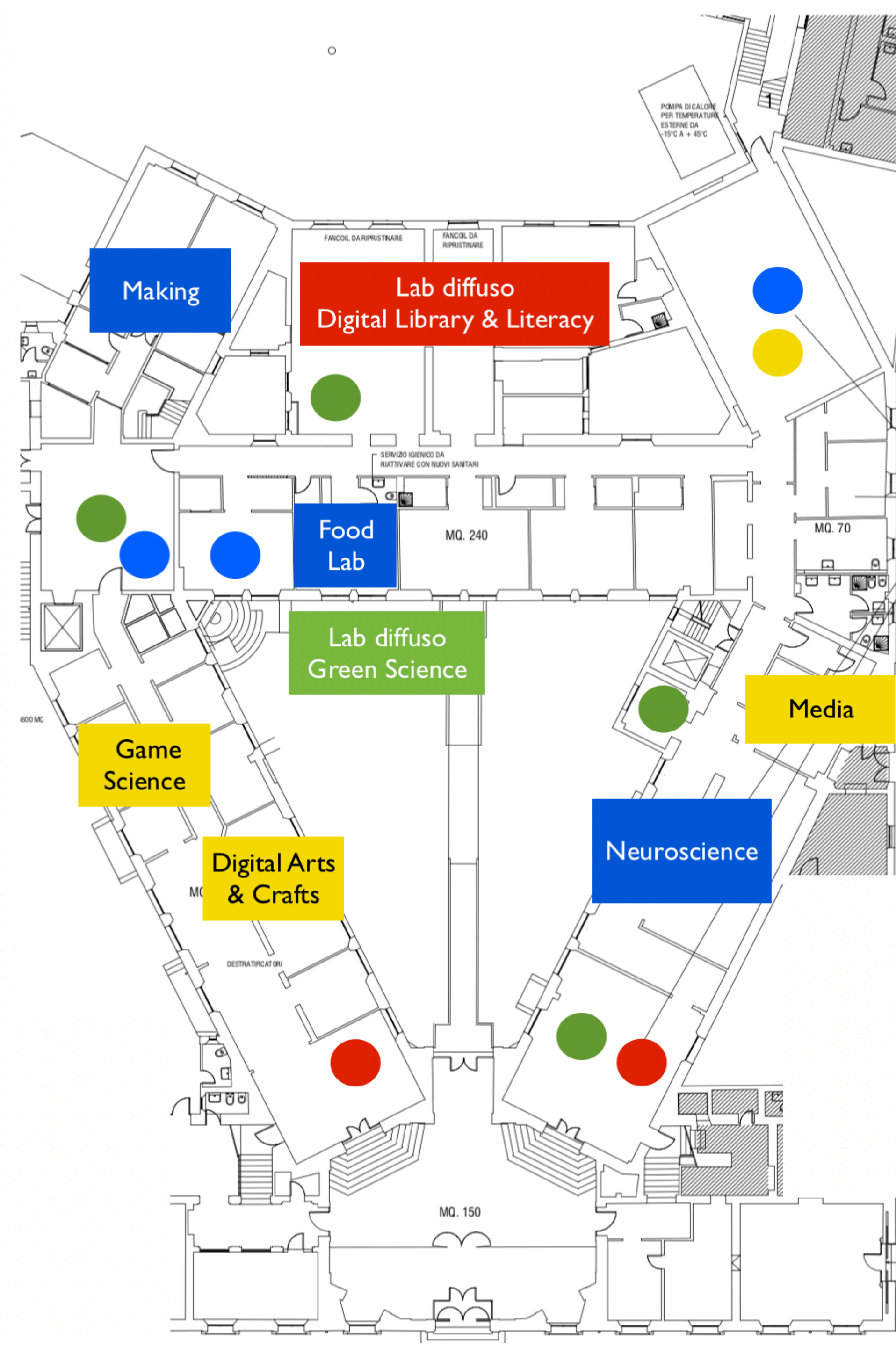
Kitchen lab
(STEM)

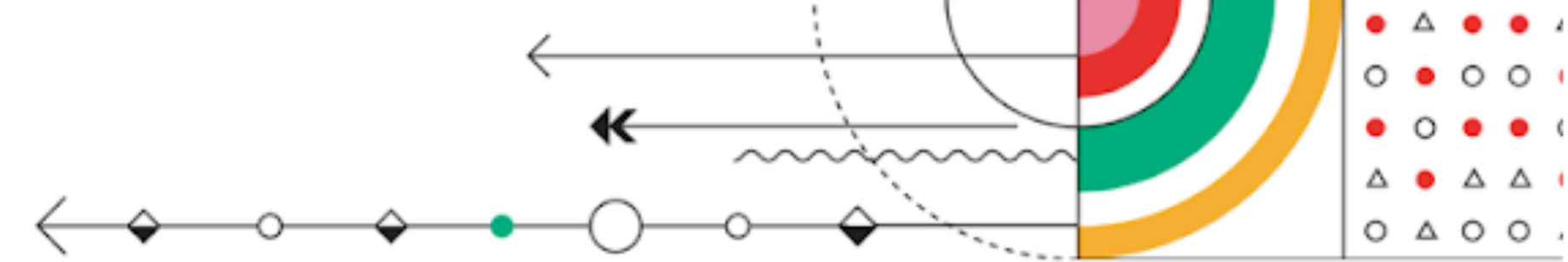
Neuroscience

Game Science

Making
Digital
Fabrication

Digital
Arts and Crafts





Themes



DH & Arts

Visual arts, augmented cultural
heritage Design,
Graphic design, Visual
storytelling, Music and Digital Art



STEM & Wellbeing

Green Sciences,
Nutrition Sciences,
Chemistry,
Biomedical Area,
Psychomotor Wellness



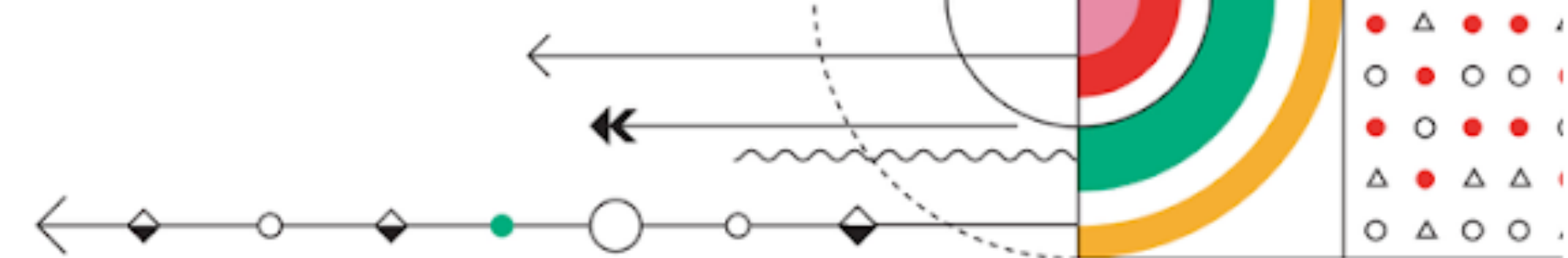
ICT & Media

HCI, AI, IoT, Blockchain,
Data, Digital Fabrication,
Robotics, Open HW,
Media & Information
literacy, philosophy,
logic



Learning Sciences

Learning and its frontiers,
at the intersection of
cognitive sciences,
behavioural sciences,
education sciences



Partners by Themes



DH & Arts



STEM & Wellbeing

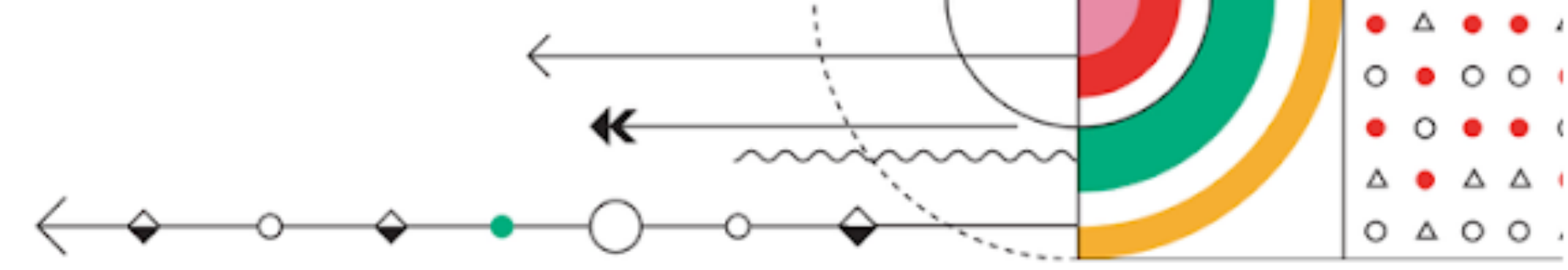


ICT & Media



Learning Sciences





Il Team



Donatella Solda
Director



Damien Lanfrey
Vice-Director, Head of R&D



Alessandro Iannella
Learning Strategist & Digital Humanist



Alessio Reggiani
Head of ICT



Beatrice Aimi
Learning Scientist



Daniela Di Donato
Learning Scientist



Francesco Bombardi
Head of Design



Francesco Palladino
3D Modelling Expert



Giordano Vignoli
STEAM Educator



Lorenzo Andreoli
Educational Data Scientist



Luigi Proserpio
Strategic Learning Advisor



Marco Giordano
Sound Designer & Coding Expert



Massimiliano Andreoletti
Game Scientist



Matteo Di Cristofaro
Computational Linguist



Nicolò Rosato
Communication Manager



Silvia Bidoli
Art Education Expert



Andrea Tinterri
Neurobiologist

Spaces



Ofx

Offices and meeting rooms: Areas destined to host the organisational, managerial and business relationship activities of the EMF.

Lx

Molecular laboratories: Disseminated spaces for research and production, as well as practical activities on the themes of FEM (DH & Arti; STEM & wellness; ICT & Media) and on digital transformations of media.

Ax

Academy. Areas set up in a highly innovative way, mainly aimed at offering educational experiences and events for medium-large groups, prepared with interaction technologies (HCI), active and passive environmental monitoring (IoT) and adaptive solutions (AI) .

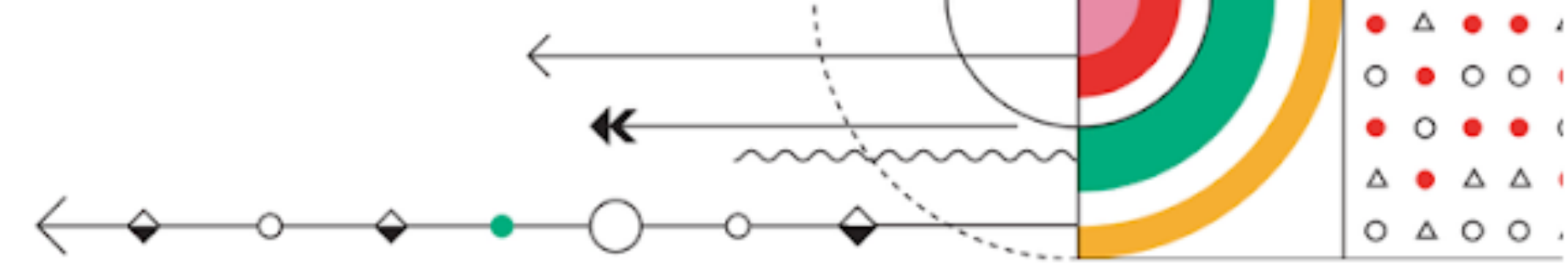
OCx

Creative Leisure. Areas intended to foster social interactions during medium-short stays, for visitors, carers and FEM staff.

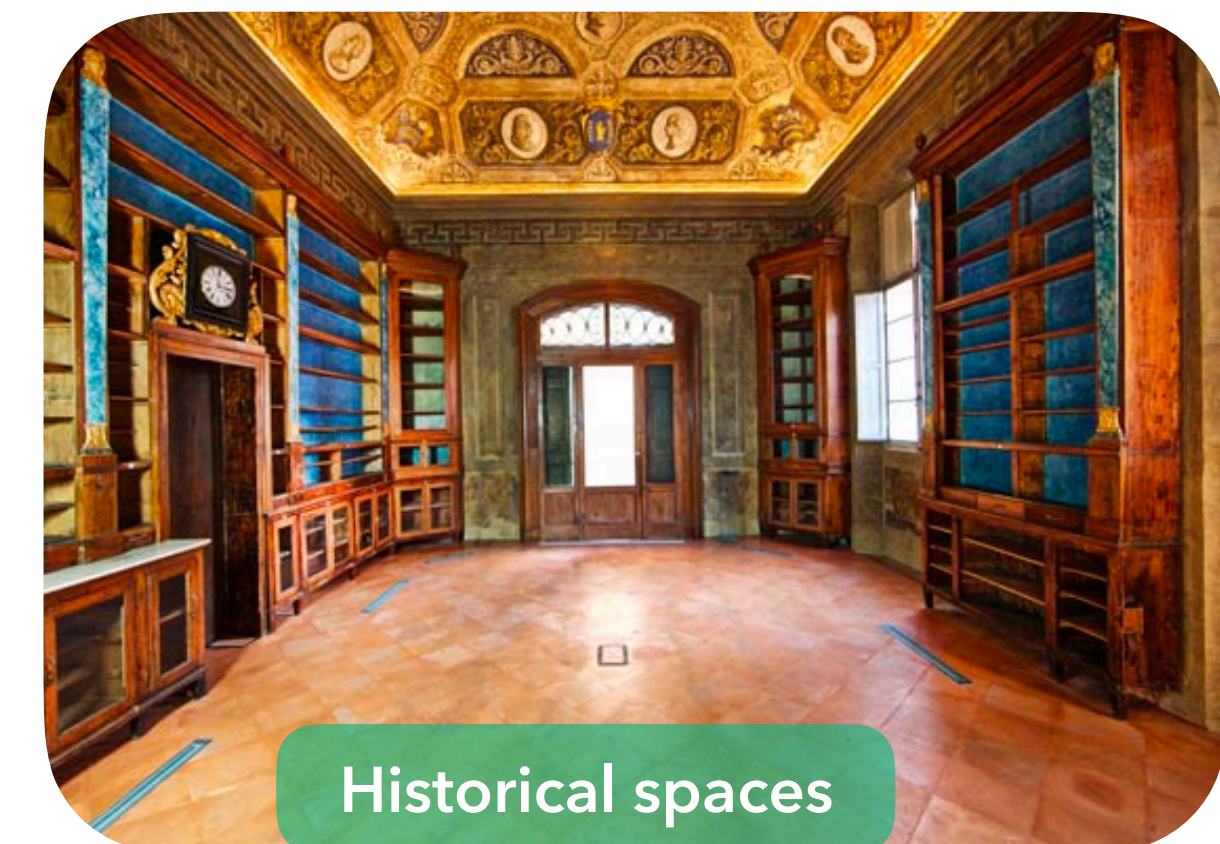
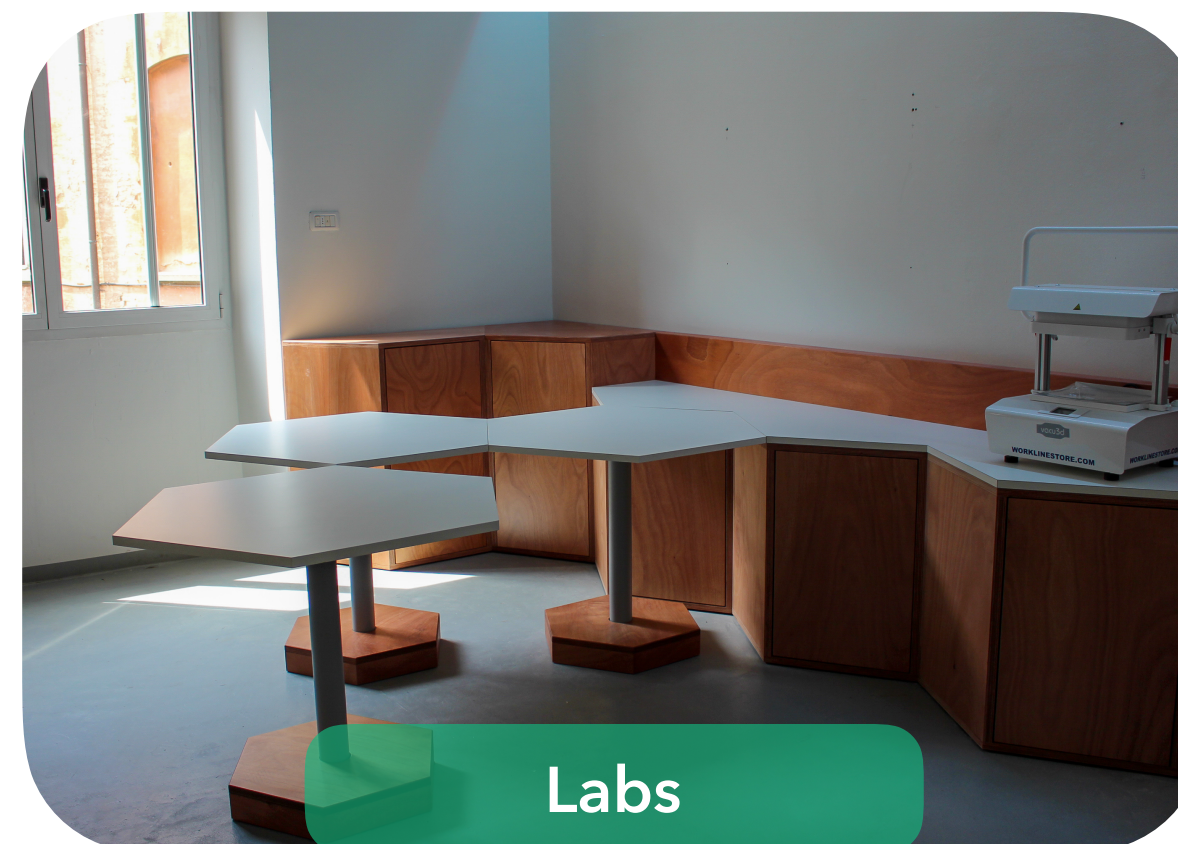
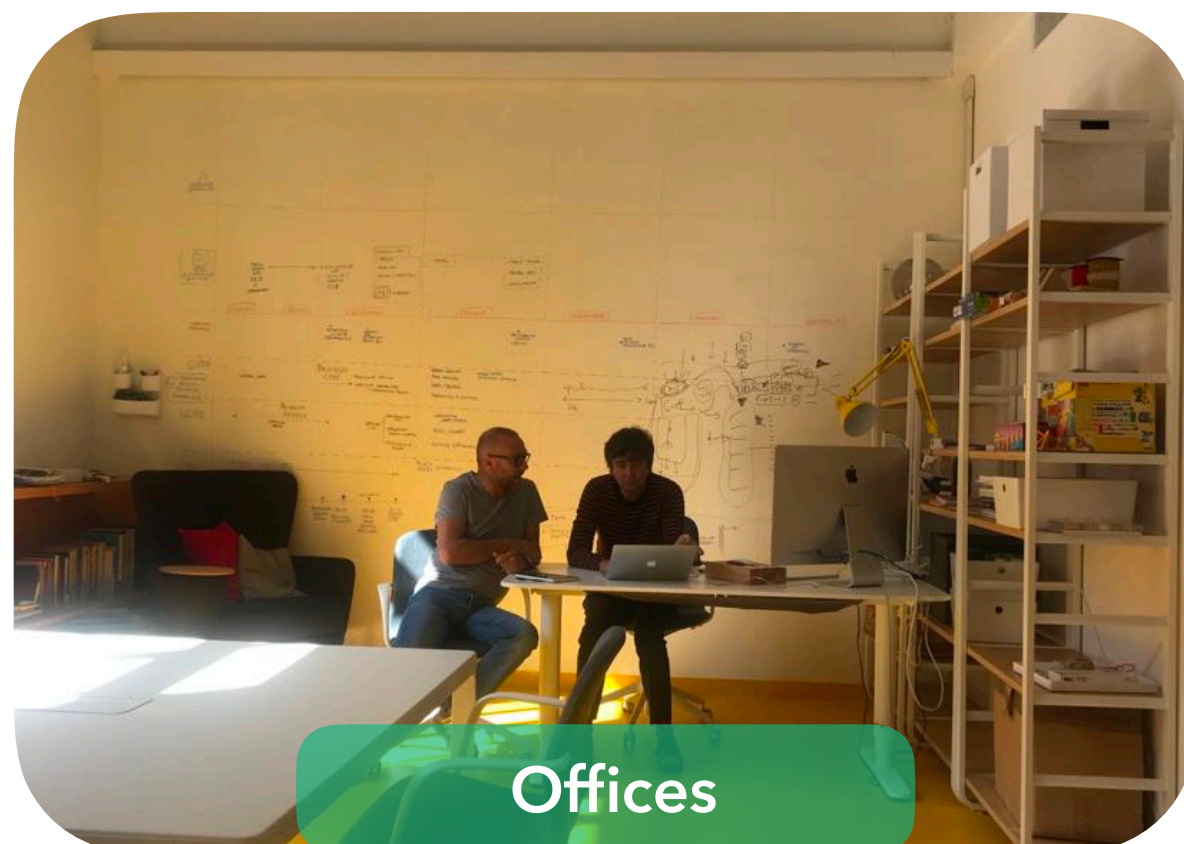
Wx

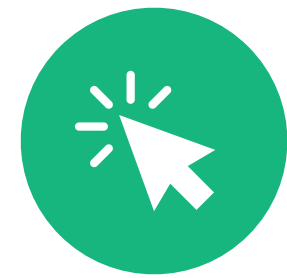
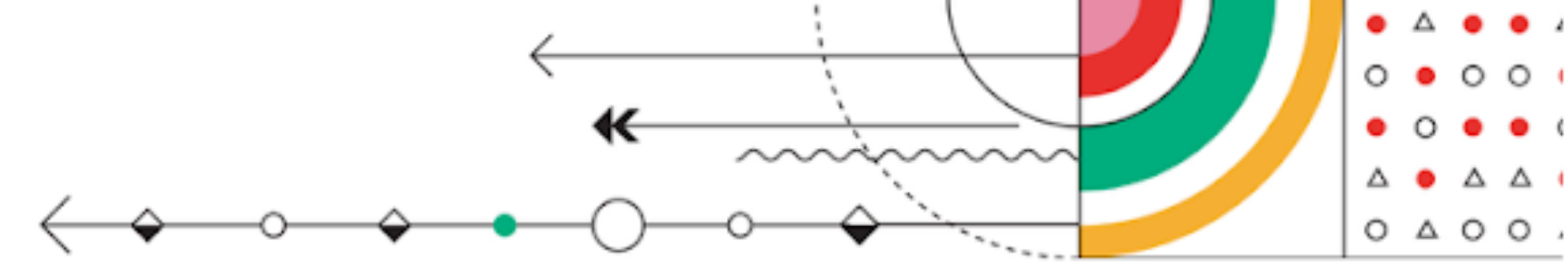
Welcome. Entrance and reception areas, common to the other areas of the Cultural Center, with unrestricted or controlled access.





Our spaces (in the making)





www.fem.digital



info@fem.digital



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[/futureeducationmodena](https://www.linkedin.com/company/futureeducationmodena)



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