

Project status report

Nudging 360° aims to enhance HE educators' digital competencies through nudging and self-nudging. This status report provides an overview of our current progress, detailing key milestones, ongoing tasks, and upcoming objectives.

Adisa Ejubovic (ACEEU) initiated the project. She and Nathalie Bekx (Trendhuis) met online on October 22nd 2022 to prepare the kickoff of the project.

- We are meeting each other in person today for the fourth time
 1. TPM in Mechelen (17th & 18th of January 2023)
 2. TPM in Barcelona (27th & 28th of April 2023)
 3. TPM in Münster (30th of November & 1st of December 2023)
 4. Current TPM in Camerino (15th & 16th of October 2024)
 5. Future TPM in Ireland (?)
- We also organise online meetings regularly to discuss our progress

Wp1 Project Management

ACEEU & Trendhuis

Trendhuis and ACEEU are responsible for Quality Control, Monitoring and Evaluation (QCME) of project activities. Results will be continuously conducted for the duration of the project. QCME activities will focus on the Processes and Results to:

- Ensure frequent monitoring and evaluation of all the key aspects of the project
- Ensure that only quality results are disseminated and utilized,
- Collect regular feedback from project beneficiaries and external experts
- and Ensure efficiency of funds

Trendhuis created a logo and a visual identity for Nudging 360°. They also provided a [website](#) with a modern and user-friendly interface and set up social media channels. You can find us on [LinkedIn](#), [Facebook](#) and [X](#), where all partners take turn in posting content.

- Teams platform for collaboration and communication
- Online and offline meetings with all partners
 - Scheduling and conducting meetings
 - Satisfaction surveys
 - Reporting + publishing
- Attendance lists and certificates for all partners
- Logo and visual identity
- Website with a modern and user-friendly interface
 - Homepage explaining the project
 - Team page with all partners
 - Progress page with meeting reports
 - Result page to visualize workpackages
 - Blog with articles on topic by all partners
 - TO DO: continue reporting and adjusting website to all partners: keep writing blogarticles
- Social Media Pages
 - LinkedIn, Facebook, and X accounts set up
 - Regular content scheduling by all partners
 - TO DO: all partners have to keep posting, taking turns and also complete the social media reporting sheet
- All partners communicated about the project on their website and social media
 - <https://www.aceeu.org/project/nudging-360>
 - <https://trendhuis.be/nudging-360/>
 - <https://pros.unicam.it/nudging-360/>
 - <https://www.ub.edu/portal/web/psicologia-es/proyectos-de-investigacion>
 - https://momentumconsulting.ie/our_work/nudging-360/
- The first interim report has been submitted and was approved



WP2 Nudging Ethics Council

ACEEU



ACEEU is responsible for defining the methodology and conducting research to develop a Nudging Ethics Council. This includes holding physical or online meetings to disseminate procedures and experiences with project partners, as well as conducting regular meetings with the Nudging Ethics Council members.



WP2 Nudging Ethics Council

ACEEU

- A Nudging ethical council is formed to provide ethical considerations for nudges which would be created in WP4.
 - All partners selected a representative
ACEEU provided a list with names and profiles of the members
ACEEU will attend the ethical council as a moderator.
 - ACEEU drafted Council Statutes and a Roadmap
Trendhuis styled the documents and published them online
 - ACEEU created an ethical checklist and guidelines for nudge creation
ACEEU created an application form for Ethical Approval of a nudge
 - ACEEU created a status overview of WP2
 - The Council will start working once the first nudges are created



WP3 Needs and Prioritisation Map

The university of Barcelona



The goal of WP3 is to identify and understand the needs and priorities of higher education educators regarding digital education skills and their motivation to enhance these competencies. This comprehensive document was created by the University of Barcelona through extensive desk research, interviews, and surveys conducted by all partners.

WP3 Needs and Prioritisation Map

The university of Barcelona

- Interviews and desk research by all partners
 - UB created templates for interviews and desk research
 - All partners conducted six in-depth interviews with education experts and IT specialists
 - All partners did a desk and brain research on the use and implementation of digital tools
- UB created 2 questionnaires in 5 languages using Qualtrics a survey for students and one for educators
 - All partners translated the questions in their language
 - All partners distributed the surveys to students and educators
 - UB analysed the results
- UB prepared **the Needs and Priorization Map** as a result of our research
- Trendhuis styled the documents and published them online
- *This workpackage has been completed*

WP4 Nudging and self-nudging toolkits

Trendhuis & The university of Camerino



Nudging 360° aims to develop and improve HE educators' digital skills by nudging them to explore, practice using, and apply digital tools in their teaching practices.

Trendhuis developed a roadmap with guidelines to create two toolkits.

The first toolkit is for HE administrators to help them nudge and support educators to use digital tools more effectively in the classroom.

The second toolkit is for HE educators to practice self-nudging to increase their own competence and confidence using digital tools for teaching.

The university of Camerino developed a platform with examples.

WP4 Nudging and self-nudging toolkits

Trendhuis & The university of Camerino

- All partners prepared 3 nudging examples
 - ACEEU created a template for nudging examples
 - All partner filled out a template for each example
- Trendhuis developed a roadmap for creating the toolkits and published a styled version online
- The roadmap included suggestions for the structure of the manual
All partners had the opportunity to provide feedback
- Trendhuis drafted a new table of contents for the manual, incorporating feedback.
- The university of Camerino developed a platform with examples
- We discussed all kind of examples of digital nudging, the advantages, the opportunities and the possible problems and the structure of the toolkits
- Every partner has to propose 5 digital nudges and 5 digital self-nudges
- We created a nudge creation template to fill in, in November we will discuss which examples we will elaborate and which not



WP5 Video Training and MOOC

Momentum

The overall aim of this WP is to create training resources to complement the toolkits from WP4 and make the resources from the toolkits as useful as possible.

This WP functions as a learning program as it will provide guidelines and all-inclusive instructions on how to use the digital toolkits.

Momentum, the University of Barcelona and Unicam will be responsible for creating a video training using various digital software solutions.

Momentum will also generate the MOOC program.

ACEEU will create promotional content for the social media channels and website, as well as materials that can be easily adapted and shared by all partners.

- Developing methodology
 - Developing / use of content
 - Developing the Video Training and MOOC
 - Pilot testing
 - Promotion
 - Implementation
- Trendhuis: suggestion to make a video with a QR-code for the playbook
 - Momentum: suggestion to make an animated video or record ourselves
 - WP5 consists of on the one hand an online MOOC and on the other hand a training guide. This training guide is a video guide aswell. The purpose of the MOOC and training guide is to train people how to use the toolkits we produce.
 - WP5 is planned to start in December
 - TO DO: discuss the approach of WP5
 - TO DO: all partners give suggestions for the approach of WP5

Did we forget anything?

Within two weeks, we will receive an international review / assessment comité from Erasmus+. They will assess our progress, our meeting minutes, and our signatures. We need to review our activities and ensure all documentation is complete