



HOW TO BRING PROJECT-BASED LEARNING ONLINE



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WHAT WE'LL TALK ABOUT

INTRODUCTION TO PROJECT-BASED LEARNING

ONLINE PROJECT-BASED LEARNING: **2BDIGITAL**



INTRODUCTION TO PROJECT-BASED LEARNING



PROJECT-BASED LEARNING

- Creating solutions to a problem
- Builds creative capacity
- Small teams



PROJECT-BASED LEARNING



1. Identifying a problem
2. Generating ideas
3. Prototyping solutions
4. Testing



PROJECT-BASED LEARNING: IDENTIFYING A PROBLEM

- Nature of problem they are trying to solve?
- What assumptions can they make about why the problem?
- How will an end-user benefit from a solution?



PROJECT-BASED LEARNING: GENERATING IDEAS

- Brainstorm
- Not necessarily good ideas
- Think wildly



PROJECT-BASED LEARNING: PROTOTYPING SOLUTIONS

- Many forms: a mock-up, a storyboard, a role-play
- To expand upon the ideas generated
- Incorporate feedback



PROJECT-BASED LEARNING: TESTING

- Real-life setting
- Feedback
- Did the solution work as planned?
- What needs to be tweaked?

WHY PROJECT-BASED LEARNING





WHY PROJECT-BASED LEARNING

1. Deeper engagement and interaction
2. Encouragement of skills
3. Development of networks
4. Engagement with potential employers and career mentors
5. Collaboration
6. Creativity
7. Self-Confidence
8. Critical Thinking

ONLINE PROJECT-BASED LEARNING



FACILITATING PROJECT-
BASED LEARNING ONLINE:
2BDIGITAL





HOW TO FACILITATE PROJECT-BASED LEARNING ONLINE

1. Be Mindful of the Devices Students Are Using

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2. Use Videoconferencing Platforms for Meaningful Collaboration

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3. Make Group Work Effective with Project Management Tools

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4. Establish collaboration guidelines



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5. Provide Ongoing Feedback and Promote Reflection

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6. Maintain student engagement



HOW DID 2BDIGITAL DO IT?

- Framework + Methodology + J4T Platform
- Hybrid Mode
- Social enterprise
- Activities
- Individual + Group progress



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