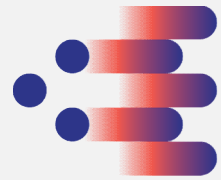


Blended ... Mobility

International team work at home

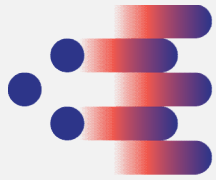
Henry Wolf – University of Paderborn
June 02, 2017



Outline

- Motivation
- Project
 - Objectives
 - Partnership
 - Activities
 - Our Role
- Blended Mobility for International Offices
- MVP
- Outcomes



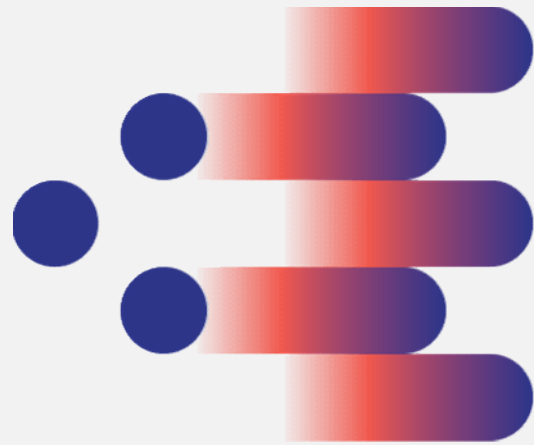


Henry Wolf

- Part time teacher at University of Paderborn
Business Information Systems (Prof. Suhl)
- Project manager (agile, prince2)
- Software developer

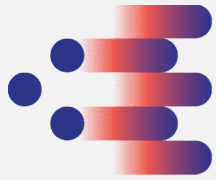
- Contact: henry.wolf@upb.de





Motivation



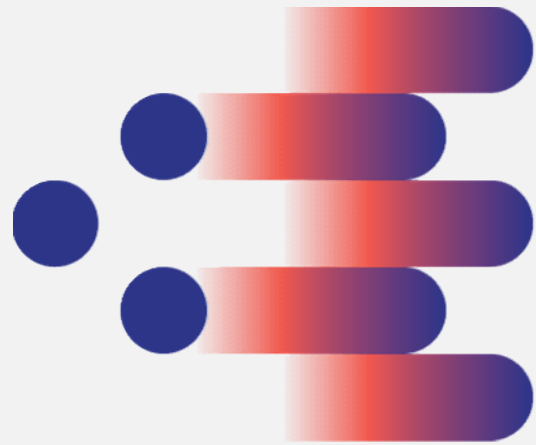


Why Blended Mobility?

- Projects & Internships boosts employability of young graduates
- An international experience has positive effects on the student's hard & soft skills
- Number of students (HE and VET) looking for mobility opportunities is consistently increasing
- **Students do not go on a (Erasmus) mobility because:**
 - Costs
 - Missing a job opportunity through a local internship
 - Fear of a longer period abroad
 - Social impact on their local life
 - Not possible through illness, family, sports, ...

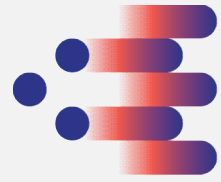
➔ **Blended mobility does not have these disadvantages**





Project

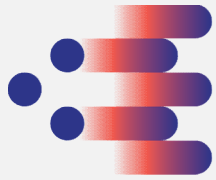




Blended Academic International Mobility

- Blended Academic International Mobility (B-AIM)
- Erasmus+ strategic partnership
- 3 years, October 2015 to September 2018
- 10 partners
 - several study areas: Computer Engineering, Arts, Business, Marketing
 - several stakeholders: HEI, Associations, Companies.

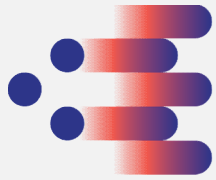




B-AIM concept

- Student team of **16 students** from 8 European colleges/universities
- **Multidisciplinary** (business, IT, design/arts, management)
- **2 physical meetings** of 5 days
- **4 months** *virtual* collaboration
- **Real-life project assignment** in a close collaboration with a **company**





Partnership

P01 – IPP, **Instituto Politécnico do Porto**, Portugal

P02 – USiegen, **Universität Siegen**, Germany

P03 – GCU, **Glasgow Caledonian University**, United Kingdom

P04 – EAEC, **European Association of Erasmus Coordinators**, Cyprus

P05 – GISIG, **Geographical Information System International Group**, Italy

P06 – UPB, **Universität Paderborn**, Germany

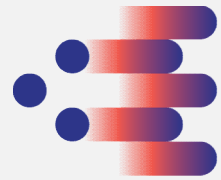
P07 – Odisee, **Odisee Technologicampus - Ghent**, Belgium

P08 – FHJ, **Fachhochschule Joanneum**, Austria

P09 – LUCA, **LUCA School of Arts**, Belgium

P10 – TEICrete, **Technological Education Institute of Crete**, Greece





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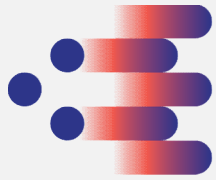
P09 – LUCA, **LUCA School of Arts**, Belgium

P10 – TEICrete, **Technological Education Institute of Crete**, Greece

A11 – UHD, **University of Human Development**, Kurdistan

A12 – UM, **University of Maribour**, Slovenia

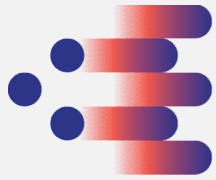




B-AIM concept

- ~~Student team of 16 students from 8 European colleges/universities~~
- **Student team of 20 students from 10 European colleges/universities**
- **Multidisciplinary** (business, IT, design/arts, management)
- **2 physical meetings** of 5 days
- **4 months** *virtual* collaboration
- **Real-life project assignment** in a close collaboration with a **company**





Goals of B-AIM

Sustainable promotion of students' employability by means of blended mobility

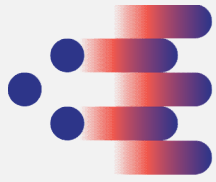
Structural

- Raise awareness of Blended Mobility
- Promote internationalization in education
- Deploy, test and disseminate a blended mobility capstone project course unit

Pedagogical

- Ensure wider employability of students
- Promoting international experience of students
- Strengthen critical and professional mindset
- Learn cooperation in a multidisciplinary context
- Enlargen soft skills





Objectives

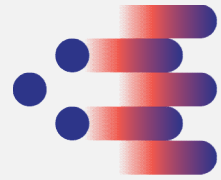
Goal

- Sustainable promotion of students' employability by means of blended mobility

Objectives

- Structural:
 - a) Settle the **European Foundation** for blended mobility, awareness raising
 - b) Foster **internationalization of education**
 - c) Deploy, test and disseminate a **blended mobility capstone project course unit**
- Pedagogical:
 - d) Promote students' **employability** through non-formal learning not requiring curricula changes
 - e) Promote **international experience** of undergraduate students
 - f) Boost the provision of professional skills, support **collaborative learning** and **critical thinking**.





Activities

- Blended mobility kit for students + Blended-AIM guide (book/web)
- Employability, project work and blended mobility report
- Pilot course (3 times)
- European Foundation for blended mobility (web)
- Annual Forum/Workshop on blended mobility





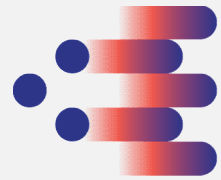
Having students work together in international teams rocks! In a Blended Mobility project students combine physical meetings abroad with 'virtual' team work from the home base. This way, students (*and* teachers!) can enjoy the thrill of an international experience without having to do a full Erasmus semester abroad.



[Are you a student?](#)

[Are you a HEI teacher?](#)

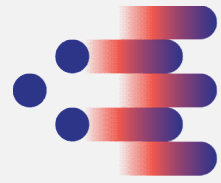
[Info for companies](#)



Activities

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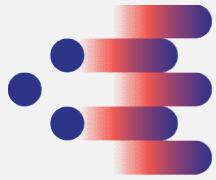




Blended Mobility for International Offices

- Blended Mobility as alternative for student mobility
- Internationalization at home
- Overcome the barriers of mobility (disabilities, cost, ..)
- Close collaboration with different HEIs
- Preparation before going abroad

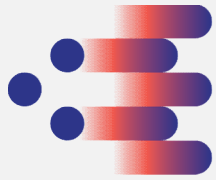




Minimum viable project

- 2-3 Universities
- 4+ Students from different study areas
- A real assignment
- Funds for travel -> 500-1000€ per student/teacher
- 1-2 involved teachers
- Agile approach

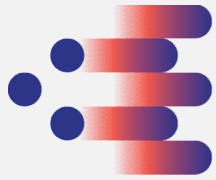




What do we expect from a company?

- A challenging & open project assignment
- Real-life & innovative assignment
- Collaboration during the project run-time (*+/- 2 hours/week*)
- Delivering hardware resources if necessary for the assignment
(example: webserver, arduino, ...)
- Attendance of one of the physical meetings
- Physical or virtual Attendance during the final presentation

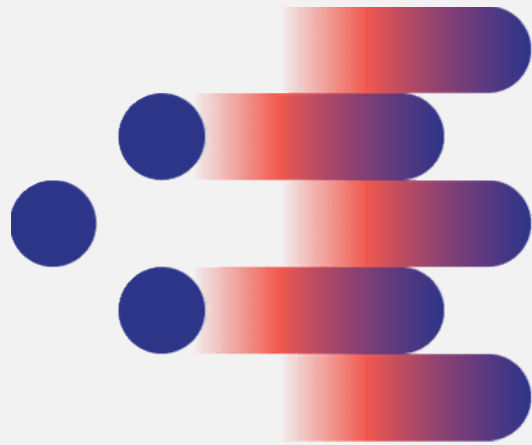




What's in for the company?

- An international team of 16 students is working for you for 4 months
- The multidisciplinary team approach generates a creative & innovative product
- A working prototype of an IT product (*web application, software, mobile application*)
- Branding & design for the product (*logo, colors, promotional materials*)
- Business & financial plan of the product
- A co-creation process where you can follow the project progress





Thank you!

Join us

henry.wolf@upb.de

www.blendedmobility.com

