

TFK programme, funded projects 2023

Project title: Design Thinking and Co-creative Learning through Transdisciplinary Education for Better Aging	
<p>Coordinator</p> <p>Metropolia Ammattikorkeakoulu Oy</p> <p>Toini Harra, toini.harra@metropolia.fi</p>	<p>The global aging population presents challenges for higher education (HE). There is an urgent need, but a lack of competent professionals for caring. Therefore, there is an enormous need for digital solutions and innovations for the good and healthy life of aging people.</p> <p>This project aims to foster cross-cultural and transdisciplinary education and collaboration between two Higher Education Institutes (HEIs), Agetech companies and living labs in Singapore and in Finland to address the current needs of the aging population. By bringing the benefits of different stakeholders together and clustering them by timing of expectation and impact, there will be three parallel horizons. The first horizon will have the most impact in the short term, while the third will be later. The project aims will be achieved via several smaller separate, but interrelated case studies aligned with the following themes and objectives</p> <ul style="list-style-type: none"> ● AgeTech Design: To innovate and co-design ideas and designs for Agetech needs in transdisciplinary way; ● UserTech: To train students to develop co-design thinking framework for Agetech user trials in close collaboration with industry and users; ● EduTech: To co-develop VR enhanced and remote simulation-based pedagogy for education of caregivers and (current & future) health professionals of aging persons.
<p>Partners</p> <p>Singapore Institute of Technology</p>	<p>Activities will be based on international intensive weeks, case studies, remote collaboration and simulation learning. Co-design thinking and transdisciplinary collaboration with Agetech companies and living labs with aging people is rather, but in the future an even more needed frame for international education. The use of VR and remote simulation-based learning (SBL) tools in education makes it possible for several HEIs to learn and teach together a larger number of students in a meaningful way. It also makes the collaboration and learning process effective, “pandemic-proof” and cost-efficient. Therefore, we plan to use and develop further VR-enhanced simulation pedagogy and use simulation as a means for transdisciplinary international remote learning.</p> <p>In terms of learning, DeCoLEA aims to improve students' competencies to plan and conduct co-design thinking in future international and transdisciplinary collaboration as well as strengthen the faculty's pedagogical competencies to facilitate co-creative learning, develop and implement simulations and transdisciplinary co-design projects. The anticipated output from DeCoLEA includes co-developed ideas, designs, frameworks and guides that can be utilized and further developed by both HEIs collaboratively. Case studies will be shared internationally via open access publications to enhance students' competencies for reflective learning of complex situations and abilities for transdisciplinary collaboration.</p>

