



European Open Design School for
Regional Sustainable Development
(DeuS)

DeuSComp Module and Challenge Introduction



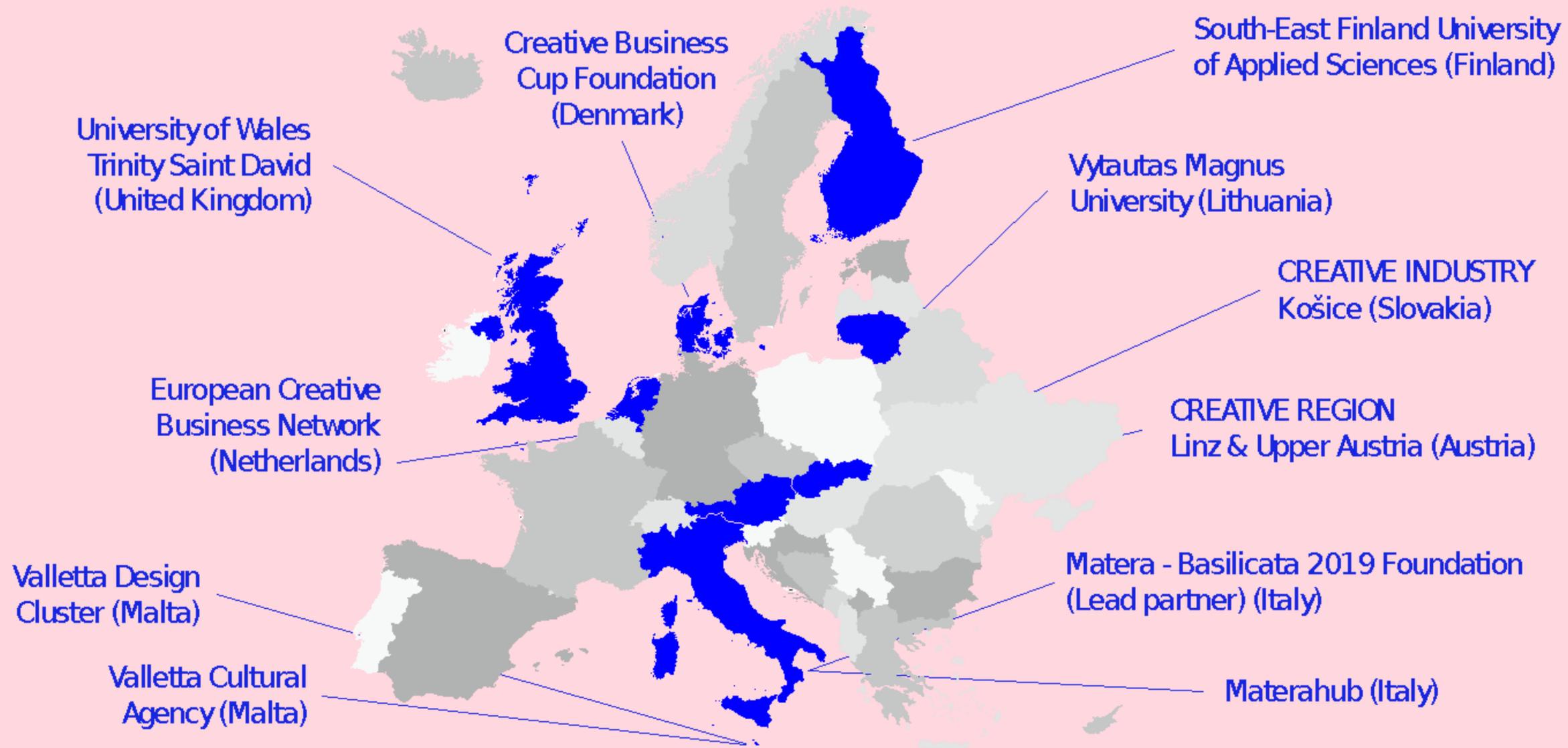
DeuS - In a nutshell

DeuS (European Open Design School for regional sustainable development) is an Erasmus+ vocational educational training (VET) project that focuses on unlocking the potential of the cultural and creative sector.

The **DeuS vision** is to

- inspire new policies on training and entrepreneurship for the cultural and creative sector.
- create innovative educational trends
- deliver a methodology for problem solving through cross-sectoral, co-creation and collaboration

The Deus Partnership



Why an open design school?

DeuS builds on the work of the Open Design School pilot initiative, an open design laboratory which was pivotal to the successful implementation of ECoC Matera 2019.

- multidisciplinary, non hierarchical, peer to peer work based learning
- open to experimentation and learning by mistakes
- validation through an open and transversal community
- providing real solutions to real problems

**OPEN
DESIGN
SCHOOL**

DeuS

Methodology

DeuSComp Training

- a framework developed following a skills needs analysis of the Creative and Cultural Industry (CCI)
- functional to entrepreneurial, digital and transversal/soft skills gaps (in line with European Frameworks)
- adopting a challenge based modular framework
- pick and mix assessment options in response to the specific needs of the CCI professionals

DeuS Living Labs

- open design laboratories to identify real and adaptable solutions to local challenges
- interdisciplinary, non hierarchical, peer to peer approach
- multidisciplinary and multi-target groups (CCI professionals, local communities, policy and decisions makers)
- DeuSMap identifying commonalities to upscale solutions from local to pan-european
- knowledge gaps with Living Lab teams supported by the DeuSComp training framework



DeuS Comp Training

“DeuS offers an exciting training programme that draws upon the needs and learning style preferences of cultural and creative workers identified in our earlier research.”

Shelley Doolan (UWTSD, Senior research fellow)

The approach is education through **challenge-based training** and will offer three different pathways to choose from.

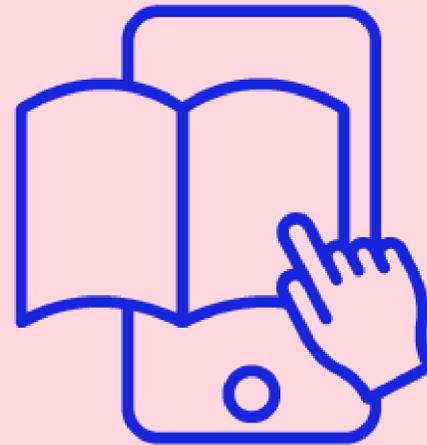
Pathway 1

Full guided programme
of study with submission
work for **formal assessment**



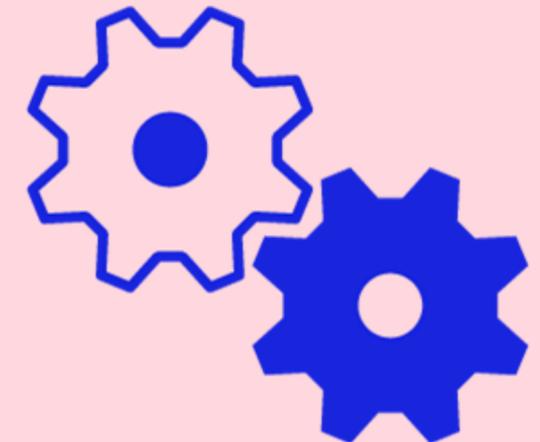
Pathway 2

Full guided programme
of study with informal feedback.
No formal assessment



Pathway 3

Pick'n Mix!
Select individual lessons.
Informal in-lesson feedback.
No formal assessment



DeuSComp Challenge

A unique predefined DeuSComp challenge and fact sheet has been developed so that learners can apply and demonstrate the knowledge gained during each lesson with micro lesson specific challenges:

‘The local authority has been donated funding by a local philanthropist (donor) for a collection of exhibitions to help promote social cohesion within the community’.

Beyond exhibitions, it is required to organize conferences, performances and workshops in order to engage different target groups and host other artists.

You have been selected to manage the conception, planning and implementation of the exhibitions on behalf of the local authority.”

DeuSComp Assessment

- **Formative assessment** and feedback by training facilitator during the sessions
- Informal **peer to peer assessment** and feedback during sessions and workshop activities
- **Summative assessment** (*for those choosing pathway 1*):
 - Pitch: Learners present their solution to the challenge to stakeholders and peers
 - Portfolio: Learners create a 'portfolio' of outcomes to evidence learning
 - Essay: Learners present a short essay reflecting on their learning and engagement with the programme

DeusComp Lesson plan

<p>0 DeusComp Module and Challenge Introduction</p>	<p>1 Exploring Entrepreneurship ENTRECOMP</p>	<p>2 Team Building & Ideation ENTRECOMP LIFECOMP</p>	<p>3 Planning Skills ENTRECOMP</p>
			<p>4 The importance of vision and strategy ENTRECOMP</p>
<p>8 Making effective use of digital media DIGCOMP LIFECOMP</p>	<p>7 Developing a marketing communications strategy ENTRECOMP DIGCOMP LIFECOMP</p>	<p>6 Intellectual Property and Copyright in Creative & Cultural Industries ENTRECOMP</p>	<p>5 How to price your work and calculate return on investment ENTRECOMP DIGCOMP</p>
<p>9 Using quantitative data for monitoring and evaluation of social media strategies DIGCOMP</p>			
<p>10 Using qualitative methods for monitoring and evaluation of impact ENTRECOMP DIGCOMP LIFECOMP</p>	<p>11 How to pitch ENTRECOMP LIFECOMP</p>	<p>12 Developing self awareness (mentoring and self assessments) ENTRECOMP LIFECOMP</p>	

EntreComp

The Entrepreneurship Competence Framework is a reference framework to explain what is meant by an entrepreneurial mindset.



DigComp

DigComp is a common reference framework that sets out 21 competences, grouped in 5 key areas, to describe what it means to be digitally competent.



LifeComp

LifeComp is a framework to establish a shared understanding on the “personal, social and learning to learn” key competence.





Living labs

Learn,

design,

create



Living labs

Learn,
design,
create

What is it?

- The Deus Living Lab methodology drives challenge-based teamwork to provide real solutions to real problems.
- It leverages co-creation, collaboration and multidisciplinary as innovative learning methodologies
- Empowers the creative professionals and creates an opportunity to work closely with other industries, unlocking participants' creativity and enhancing the power of peer-to-peer learning and knowledge exchange.

Living labs

Learn,
design,
create

Why is it great?

- The key is its absolute adaptability in terms of size of the team, duration, background of participants, delivery format: it will be finalized according to the local context thus providing feasible solutions to apply effectively to real challenges.
- The Living Labs aim also at highlighting the potential of the CCIs and promoting how creative thinking can support other economic sectors and civil society itself.



DeuS Creative Knowledge Platform

WELCOME TO DEUS

LEARN, DESIGN, CREATE

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DeuS Creative Knowledge Platform

The DeuS platform is a one-stop shop for the cultural and creative industries.

<https://www.deuscci.eu/>

Add your profile, join the community
Expand your network and find new opportunities

It offers:

- open-source educational materials,
- a variety of training possibilities,
- our inspiring initiatives collection,
- toolkits,
- new opportunities such as internships,
- job opportunities, funding sources etc.,
- local and national challenges,
- **but most importantly, it is an informal and open pan-European community for creative professionals, education providers, researchers, policy makers and many more.**

DeuS
Learn, Design, Create

 With the support of the
Erasmus+ Programme
of the European Union



CREATIVE
REGION
LINZ & UPPER AUSTRIA



VALLETTA
DESIGN
CLUSTER



Thank you!

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