

Instructional Design for e-Service-Learning

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Erasmus+ project e-SL4EU <https://e-sl4eu.us.edu.pl/en/home/> – “**e-Service-Learning (e-SL) for More Digital and Inclusive EU Higher Education Systems**” (2021-2024) aims at increasing the *social responsibility of higher education institutions* through the promotion of the use of e-SL as a way for increasing the hard and soft skills of students *through practical experience*, also *generating a positive impact* on the community organizations they will work with and, consequently, on the wider society. The project and the e-course focus on emergence of **e-Service-Learning as an innovative pedagogical approach based on experiential learning within the context of higher education in Europe.**



The e-course enables academic teachers to create e-Service-Learning materials integrating community services into the students' curriculum. It **empowers them to:**

- 1 Apply design principles of e-SL and Cognitive theory of multimedia learning in design of learning materials
- 2 Identify the principles, structure and elements of digital storytelling for academic knowledge to be integrated into a real situation
- 3 Use scenarios to provide learners with a realistic context where they can make choices
- 4 Implement toolkit lessons and microlearning to increase learner engagement, motivation, and knowledge retention
- 5 Create games to harness human gameplay for tackling community issues

- 1 ENGLISH
- 2 POLISH
- 3 CROATIAN
- 4 SLOVAK
- 5 ITALIAN
- 6 ROMANIAN



LOGIN INSTRUCTION

