Toolboxes for *SuperFast* learning digital contents in STEM
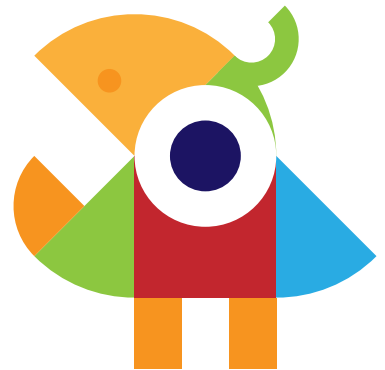
New training contents for a knowledge-based society

Even before the outbreak of the Covid19 emergency, the shifting from an industry-based society to a **knowledge-based society** had already started radically changing the training approaches. Online was already spreading, supported by constantly evolving technologies and it was considered an important asset for HEIs.

Covid19 has accelerated the process and forced all the HEIs to face the challenge of shifting online what initially was delivered in person. Lecturers learned that it is not enough to translate training content into a .PPT presentation or into a video-lecture to make it effective: there are **specific pedagogical methodologies** for developing classes and digital contents that must be mastered for delivering quality products and many educators were not aware of them.

Dataset-based learning

Dataset-based learning (DBL) is the learning in which students learn about a subject through the experience of working directly with dataset taken from real situations.

Inquiry-based learning

Inquiry-based learning (IBL) is the learning in which both lecturers' and students' questions are used to suggest areas for investigation, then leaving the students free to discuss and answer themselves how to manage the work.

Scenario-based learning

Scenario-based learning (SBL) is the learning where the scenario establishes an environment in which there are several tasks to be completed and opportunities for learning presented.

Problem-based learning

Problem-based learning (PBL) is the learning that results from the process of working toward the understanding or resolution of a problem that is encountered first in the learning process.

SuperFast learning machines

The general objective of the project is to **increase the digital and pedagogical skills** of EU lecturers working in STEM fields.

The partnership will develop a set of IT tools, called *SuperFast* Learning Machines that, adopting Natural Language Processing and data-mining, will support them in developing the digital contents.

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