Implementation of Digitalization in Defence Higher Education (DDHE)

Summary

Through the KA2 action of Erasmus+, common study modules were created, for the curriculum uniformity, on specialized programs of the defence system, including mobility internships for students and staff.

AFAHC, MNU, WSU were involved in the design of such a module. The disadvantage of these modules is given by the teaching/ learning methods not being adapted to the pandemic situation.

As a result, AFAHC, together with its partners, proposes a solution to eliminate, at least partially, the classical format of the teaching materials designed for modules.

Why is the project proposed at transnational level? To continue the project completed in 2018 by AFAHC and partners but also to continue the process of standardization of skills, for each specialty, at European level. An extra reason for the design of this project is the pace of development of technical systems used in all areas of activity and their digitalization.

In order to achieve the purpose of the project, to enhance the level of students training by updating the teaching/ learning methods to the current context, and as a result of the needs analysis in the partner academies, the following partial objectives were established:
1. Raising the level of digital skills of teachers in partner universities
2. Raising the level of student involvement and attraction to the research process
3. Introducing digital educational resources
4. Presence and introduction in the teaching/ learning process of VR and AR systems in all partner universities
5. Founding a library where all the project materials can be found

The obtained results make the 2 categories of project participants, target group and beneficiaries, merge to a large extent.

Throughout the project, peers (teachers and students) from European organizations will be involved, mainly in the dissemination process, in different stages, to achieve a high impact at international level but also a high rate of the project results transferability.

A correct and successful development of the project contains stages of design, implementation and assessment, dissemination. In accordance with the project objectives, by target group categories, the following activities were considered:
1. Design of educational resources in digital format for a number of 12 disciplines, technical and humanistic
2. Design/ development of VR/ AR applications for the established disciplines, depending on their profile and specifics. These applications are suitable for technical disciplines that include practical lessons.
3. Introduction of all educational resources in a digital library with open access to the universities in the project and to their partners, in the future.

4. Self-assessment activities throughout the project, to show the level of objectives achievement on each stage

5. Dissemination activities aimed to increase the project visibility and to obtain the necessary feedback for assessment and improvement of the project results

The success of the project will be assessed in terms of the impact of each result allocated to a project objective, respectively its purpose.

Finally, the impact assessment verifies the extent to which the project development has led to a change in the conception of teaching methods and acceptance by students and teachers of the digital format as an alternative to classical educational resources.