

Interreg Programme: Excellence in Research, Social and Technological Innovation Project Management (ReSTI)

eLearning Guide

ReSTI Module 4: *Social Innovation*

This *ReSTI eLearning Guide* is offered to orient learners to the courses in this module.

Become a ReSTI Social Innovator!



Programme Introduction

ReSTI Programme overview:

Click [here](#) to access

Excellence-in-ReSTI stands for Excellence in Research, Social and Technological Innovation Project Management. The *Excellence-in-ReSTI Programme* was developed as an open source platform for project managers and administrators in public and private organisations, and can be used by all people interested in this topic. As such, the *ReSTI Programme* is offered, free of charge, under Creative Commons license.

The intent of the ReSTI Programme is to inspire an innovative and socially responsible Danube region and for participants to hone competences in research, technological, business and social

innovation. Another goal was to co-create a network across the region that learns together and collaborates on various initiatives that lead to EU-funded innovation projects. It goes without saying that the curriculum can also be used by any individual or organisation outside of the Danube region.

The programme offers five modules, each containing several courses that point the learners to EU research opportunities, teach project design and management methods and take learners through the steps of social innovation and innovation for the business context. Courses are directed at three stakeholder groups: research & education, business and civil society. The completion of each module leads to earning a digital badge that participants can place on their online profiles and include in their digital educational portfolios. Completing all modules leads to the *ReSTI Professional* super badge.

Modules and many courses can be completed in any order. However, a course sequence is suggested for all learners who prefer to follow a roadmap.

Usage License: The ReSTI Programme is appropriate for individual learners, and was especially designed for organisations/institutions that use it

as scaffolding for their own educational offers that may include face-to-face engagement. The license allows for organisations or individual consultants to use the ReSTI Programme to charge for their own consulting time or face-to-face engagement with their stakeholders, or their own educational (certification) programme that may be built upon or integrate the ReSTI Programme. The license details¹ can be found on the programme's landing page of the ReSTI.academy site and aligns with



Workload: The work in each ReSTI course aligns with particular ECTS (European Credit Transfer System) credits so that it is easy for the institution/s using the courses to give credit to their participants through their academic affiliations. The ECTS credit equivalence would be helpful when ReSTI courses are integrated into other programmes for which academic accreditation is sought.

Since this programme is open to the public, the library resources (upon which the activities are based) are often composed of open source materials. Some of these resources require registration before they can be accessed. It may happen that - due to the dynamic nature of the open source landscape - certain links will not be functionable at a given study time. Such issues are continuously monitored and corrected by responsible partners but in the meantime it is advised to search by resource titles to find the missing materials elsewhere.

ReSTI 5-Door Approach to eLearning

The *ReSTI Programme Design* accommodates multiple learning styles through the *ReSTI 5-Door Approach to eLearning*. In order to address different learning styles each course offers multiple entry points to the content through five doors: Behind each door, the learner is engaged in the content through a particular learning mode, and participants can either walk through all doors

and solidify their learning through repetition in various formats and/or choose the style that works best for them. At the core of this approach lies self-authorship in meaning-making. Learners choose from a plethora of offerings and compose the meaning that emerges from that choice. They can do a lot of activities, or just a few, or none if they pass the assessment upon entry. The purpose here is to optimize the learning potential and give full control about method, type and depth of learning to the (adult) learner. It is important to realize that the learning includes multiple pathways-some of which will be repetitive. This repetition is intended because not everyone will go through all the activities.

ReSTI 5-Door Approach to eLearning – Click here to watch video



The **Library** contains all content resources for the entire course such as lectures, readings, videos, case studies, articles, models, references, and other research materials, and various templates needed in the course. As is the case for all the doors, the Library also includes a variety of library activities that solidify the learnings. Information intake happens here through thinking, analyzing, and concluding.



The **Café** includes prompts for activities that learners complete through interaction with other people, engaging socially and constructing knowledge in collaboration with others. While the activities behind some other doors can be done in solitude, the Café activities require the learner to invite others into the learning. Information intake happens here through sensing, feeling, and relating.



The **Playground** offers learning opportunities for exploration, such as simulations, trial and error experimentation, or games. Some of these activities can be completed alone but many will also require other players. Information processing happens here through experimenting, doing, and acting.



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The **Forest** provides opportunity for individual reflection upon particular content items and/or activities prompted by instructions but also by various media and activities where the learner takes an observer role. Information processing happens here through watching, reviewing, and reflecting.



The **Assessment** requires the learner to pass an automated test. The tests are randomized from a broader set of questions and tests for acquiring a certain knowledge base, but cannot refer to experiences gained. However, if learners also complete the activities behind various doors, the knowledge base from the library comes alive, gains meaning, and will therefore be remembered better.



The **ReSTI Plaza** serves as an exchange place where learners leave information, reflections and opinions for other learners to access. Some activities include prompts to post in the plaza for others to learn from.

How to Best Move Through the Courses

Step 1: Course Information & Sequence

All materials can be accessed randomly and according to preference. However, the developers do suggest a potential sequence for all those learners who would rather have a complete roadmap, provided in the *Course Information & Sequence* file to be found on the landing page of each course.

Step 2: Introductory Video(s)

To obtain an overview of the course, it's best to begin by entering the Library Door and watch the introductory video(s).

Step 3: Summary of Resources

Next the *Summary of Resources* file provides the lay of the land for all the resources in a course. These are organised in sub-categories. Resources needed for activities are color-coded to distinguish them from all other resources.

Step 4: Access Doors

Thereafter, participants may continue with *Library Activities* and/or by entering any of the other doors to complete activities there.

For further info about the ReSTI 5-Door Approach visit this co-authored article:

Rowland, R., et al. (2018). The 5-Door Approach to eLearning for the Interreg Excellence in Research, Social, and Technological Innovation Project Management. *INTED2018 Proceedings*, 12th International Technology, Education and Development Conference, 5-7 March, Valencia, Spain, pp. 1016–1022, doi: 10.21125/int-ed.2018.1198.

ReSTI Modules & Courses

Module 1 | EU POLICIES

Course 1.1 EU Institutions and Strategy

Course 1.2 EU Policy Goals and Guidelines

Course 1.3 EU Grant Landscape & Funding Structure

Module 2 | PROJECT DESIGN

2.1 Introduction to Grant Application Writing & Impact

2.2 Advanced Project Development and Application Preparation

2.3 Forming a Consortium

2.4 Budget Development

Module 3 | PROJECT MANAGEMENT

3.1 Introduction to Project Management

3.2 Risk Management

3.3 Financial Management & Reporting

3.4 Communication & Dissemination, Capitalisation

3.5 Exploitation & IPR

Module 4 | SOCIAL INNOVATION

4.1 Introduction to Social Innovation

4.2 Social Innovation: Approaches and Methodologies

4.3 Designing and Implementing Social Innovations

Module 5 | INNOVATION IN THE BUSINESS CONTEXT

5.1 Innovation Sandbox

5.2 Introduction to Human-Centred Innovation Practice

5.3 Toward Sustainability: Introduction to Nature-Based Innovation Practice

5.4 Bringing Innovation to Market

5.5 Business Development

Click here to see more about programme structure

For further information, questions, or welcomed feedback, please contact the lead partner of the project, the [Centre for Social Innovation \(ZSI\)](#) in Vienna.

Technical aspects

Process of Excellence-in-ReSTI learning menu registration and course enrolment:

Participants should start at website [ReSTI.academy](#) and after reading the relevant information, click on the "ENTER" button below. This will guide them to the main MOOC website of Charles University in Prague where they can register.

Assessment process:

If confident about the knowledge and skills gained, participants may proceed to the Assessment door where they will find an Assessment quiz. Participants need to answer 6 out of 10 questions correctly in 30 minutes to pass each Assessment quiz. In case of failure, the same assessment can only be attempted after 5 days have passed.

Process of tracking study progress:

Participants can track their study progress through the course completion status block (available top right of the screen), they also have the option to double-check their progress by visiting the list of desired learning outcomes that

can be found within the Course Information & Sequence document.

Process of earning badges:

When learners have successfully completed the Assessment quiz in each course within a module, they will be awarded a virtual badge by the *Excellence-in-ReSTI Partnership*. The badges are small informative pictures with metadata that indicate the accomplishment of successfully completing a whole *Excellence-in-ReSTI Module* - and thus reaching an adequate knowledge level in all module topics. The earned badges can be shared online in various websites and social networks. Participants first have to create a [digital backpack](#) and then upload their badges per each module. Upon completion of all 5 modules, participants will be awarded a so-called *ReSTI Professional* badge.

The badge system - click here to watch video



Participants can see earned badges [here](#).

Introduction of ReSTI Module 4 Social Innovation

A warm welcome to *ReSTI Module 4!* These courses were designed by the [Social Innovation Lab](#), Croatia. For further questions please contact [Ms Mirna Karzen](#).

Module 4, structured in three courses, firstly will give an overview of social innovation as a practice field, on the social innovation terminology and furthermore, will provide the understanding what social innovation is or is not. It will also will provide an introduction to social innovation with practical examples, including developing understanding for contextual regional dimension (challenges, opportunities) in which social innovation occurs and develops. Additionally, it will give an overview of commonly used social innovation processes and methodologies; and introduce participants to the design thinking

approach in solving social challenges. As the last step, it will examine relevant roles of social innovation and the value of co-creation in defining new activities and practices that can lead to sustainability, scalability and social impact. Through a mix of exercises, practical tasks, literature and case studies this module as a whole builds your creative capacities and soft skills needed to understand and develop social innovation!

Module 4 Course Outlines

SOCIAL INNOVATION

Recommended academic credits: 4 ECTS for the online curriculum (~ 127 hrs workload total, see below details for each course in this module)

ReSTI Module 4 Course 4.1

Introduction to Social Innovation

1 ECTS (~ 34 hrs workload)

Course Description:

The course consists of three main thematic sections that comprise theoretical part of the course and include the following topics:

1. understanding the context for social innovation
2. main concepts, definitions, patterns and ecosystem for social innovation
3. social innovation in research.

The course is structured into 5 learning Doors, combining different learning activities. In this course, participants will learn in depth how complex problems shape the context for social innovation and how are they related to current social innovation practice. They will also learn what do we mean by “wicked” problems, what characterizes a wicked problem and what distinguishes them from other types of problems and how to detect innovation deficits and understand the factors shaping complexity of socio-economic challenges in your environment.

Participants will be able to navigate through a variety of terms used to define social innovation, find patterns and common characteristics that define what social innovation is and isn't. Here,

participants will start to anticipate social innovation in the surroundings and identify key players relevant in your social innovation ecosystem.

Participants will also be able to understand and critically discuss the implications and effects (both desirable and non-desirable) of particular social innovations. They will be able to visualize your social innovation ecosystem, identify roles, needs and gaps within each segment of the quadruple helix.

They will have the opportunity to research and compile a set of case studies on social innovation in your context and share it with your peers.

Additionally, participants will understand the purpose of research for social change; have the opportunity to do sample research in social innovation and put learned concepts and methods in practice; understand why mapping is the essential tool used in research and how to put collected data in use and learn how to make their research results appealing to different groups of stakeholders.

Course Objectives:

The main course objectives are

- to overview social innovation as a practice field
- to understand social innovation terminology as well as what social innovation is or is not
- to provide practical examples including developing understanding for contextual regional dimension (challenges, opportunities) in which social innovation occurs and develops

Learning Outcomes:

By the end of the course, participants will be able to

- examine relevant roles of social innovation and the value of co-creation in defining new activities and practices that lead to sustainability, scalability and social impact
- provide an overview of scalability strategies and approaches used in scaling social innovation
- emphasize the importance of achieving systemic change through social innovation and how to do it
- discuss the challenges of measuring social impact and showcase forms of social impact

ReSTI Module 4 Course 4.2

Approaches and Methodologies

2 ECTS (~ 59,5 hrs workload including core and additional materials)

Course Description:

The course consists of four main thematic sections that comprise theoretical part of the course:

1. understanding the process of social innovation
2. understanding the problem
3. designing the solution
4. implementing & evaluating.

The course is structured into 5 learning Doors, combining different learning activities. In this course, under the first topic, participants learn about different methodologies and processes defined in modern literature. Moreover, they are introduced to main components and principles that social innovation process relies on. They will be instructed to figure out how design thinking can help in developing social innovations and how to adopt a designer mindset.

To understand the problem, participants will be able to define the scope of their own challenge and learn more about the triggers that define social challenges; learn how to explore, gain multiple perspectives, build a team, map stakeholders and understand relationships; learn why empathy leads to crucial research findings and how to build it and, finally, apply a series of interactive assignments to widen one's perspective and build relationships.

In designing the solution, participants will conduct the following activities: apply practical tools and interactive activities to build creative proposals and ideas; learn how to experiment and make an idea visible and tangible and learn how to test assumptions and set up an ideal user experience.

Under the topic of implementing and evaluating, participants will study how to redefine their initial concepts and adjust them to reach the market potential. They will also learn how to deliver smart strategies and implementation plan; what it means to make a solution feasible, viable and

desirable and finally, they will test key sustainability factors to ensure long term social impact.

Course Objectives:

The main course objectives are

- to provide an overview of commonly used social innovation processes and methodologies (Open Book of Social Innovation, Stanford d. school, IDEO design thinking, etc.)
- to address the main characteristics and prerequisites that define social innovation process and define its principles
- to introduce design thinking approach in solving social challenges
- to navigate through each of the stages in the social innovation process through a series of interactive exercises, tools and steps in order to design own social innovation
- to build creative capacities and soft skills needed to understand and develop social innovation

Learning Outcomes:

By the end of the course, participants will be able to

- understand the process of designing and implementing social innovations
- understand specifics and principles of each stage in social innovation process
- practice and apply a variety of social innovation tools to design, implement and evaluate social innovation
- develop creative capacities, build empathy and learn how to put them in use for solving a specific social challenge

ReSTI Module 4 Course 4.3.

Designing and Implementing Social Innovations

1 ECTS (~ 33 hrs workload)

Course Description:

This course consists of four main topics:

1. What are sustainable innovations?
2. How to scale social innovations?
3. What is systemic change?
4. What is social impact?

Under the first topic, participants will understand relevant role of social innovation and value of

co-creation in defining new activities and practices that lead to sustainability. They will be also able to understand what sustainable innovation is; how to sustain social innovation and what business model is relevant for sustaining social innovation.

The second topic provides understanding of the scalability of social innovation, as well as of how to scale and disseminate social innovation and be able to reframe it and understand how to change and modify organisation to address scalability.

The third topic deals with the importance of systemic change, what systemic change is and how to recognize systemic change factors and examples. The last topic refers to social impact and the roads to social investing.

Course Objectives:

The main course objectives are

- to examine relevant roles of social innovation and the value of co-creation in defining new activities and practices that lead to sustainability, scalability and social impact
- to provide an overview of scalability strategies and approaches used in scaling social innovation
- to emphasize the importance of achieving systemic change through social innovation and how to do it
- to discuss the challenges of measuring social impact and showcase forms of social impact

Learning Outcomes:

By the end of the course, participants will be able to

- understand what sustainable innovations are, how to decide on which idea to sustain and then sustain an idea
- understand the six ingredients to sustainability and why is business planning an important element of sustainability
- understand what scalability is, should and how can we scale social innovation
- understand how systemic innovation differs from innovations in products and service, can we achieve systemic change and who are the actors
- understand what social impact is, what are different scales and forms of impact and what are the roads to social investing

Link list

- ReSTI Programme overview:
<http://www.interreg-danube.eu/approved-projects/excellence-in-resti>
- Video on ReSTI 5-Door Approach to eLearning:
<https://stream.cuni.cz/en/Detail/2858>
- Learn more about the CC BY-NC-ND 4.0 licence:
<https://creativecommons.org/licenses/by-nc-nd/4.0/deed.en>

Join the ReSTI LinkedIn Alumni group <https://www.linkedin.com/groups/13538663/>



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