

WINNOVATORS MULTIPLIER EVENT

WHEN: Wednesday, 12 June 2024

WHERE: Computer Museum, Celovška cesta 111, Ljubljana

PROGRAMME:

17:00 WELCOME ADDRESS

17:15 PRESENTATION OF THE WINNOVATORS PROJECT

The programme will be presented by **Dr Matej Zapušek**, assistant professor of computer science at the Faculty of Education in Ljubljana, who works on the use of ICT and computing in education, gamification, the use of artificial intelligence, and many other interesting topics. He will tell us how the Winnovators project has been approached in different countries, and then focus on the activities that have been carried out in our country and outline the path that he and the participants have followed. For example, they learnt how to create mini-games with Scratch, how to design visual content with Canva and how Etsy works. He will also present Winnovators, a free online platform that promotes e-learning based on short self-paced lessons covering STEAM, entrepreneurship, organisation, leadership, innovation and sustainability aspects of the above.

17:30 LECTURE ON INFLUENCING BY TINCE LUKAN

Tinca Lukan is a young researcher at the Faculty of Social Sciences of the UL and a sociologist. Her research focuses on the working conditions of influencers in Slovenia, and in her spare time she works on the communication of sociology on TikTok. In her lecture, she will present the results of her research on the work of influencers in Slovenia and address the positive and negative sides of influencing as a job. The lecture will also include practical tips to consider when creating content for social networks.

18:00 DISCUSSION WITH THE PROJECT PARTICIPANTS, PRESENTATION OF THE RESULTS OF THE WORK

The participants will share their experiences - what was their original intention, how they have transformed their ideas during the project and how the activities have helped them to achieve their goals, what is the current situation and their hopes for the future. The young women are involved in various activities - jewellery making, personalised handbooks, painting, designing various digital content, board game accessories... some of the products will be available to see and chat with the artists about.

18:45 NETWORKING OVER SNACKS AND A TOUR OF THE COMPUTER MUSEUM

Last but not least, **snacks and coffee** will be provided, and a **free guided tour of the Computer Museum is also available**, which will certainly serve as an additional motivation to attend. Unfortunately, we are only accepting registrations for the full event and *there is no option to attend just the Computer Museum tour.*

To register for the event: <https://forms.gle/P6z3QY7UU6UkshiTA>



WINNOVATORS PROJECT

PROMOTING YOUNG WOMEN'S ENTREPRENEURIAL AND STEM/STEAM COMPETENCES

We are working with the Faculty of Education at the University of Ljubljana on the international Erasmus+ project WINnovators, with partners from Estonia, Serbia, Italy and Romania.

The main objective of WINnovators is to jointly develop and implement innovative approaches to teaching and learning and concrete policies for capacity building in digital, entrepreneurship, sustainability and STEM/STEAM innovation. This would benefit young women and students in higher education. Read more about the project at: <https://digitalna.uni-lj.si/projekt-winnovators/>

WHAT WE DO:



1. The Winnovators platform: the WINnovator online environment promotes e-learning based on short self-learning lessons available as learning chunks. It is also a space that allows for the creation of a community where teams can be formed around the challenges that young women see in their entrepreneurial visions.



2. General skills: the project partners have developed a number of courses that we classify as "general skills". This means that they are designed for independent study. They cover a wide range of skills in STEAM, entrepreneurship, organisation, management, innovation and address the sustainability aspects of the above.

3. Digital competence training: we offered training in an online environment that allows participants to study at their own pace and includes innovative didactic approaches to learning. Participants were supported in their learning by tutors and student tutors. The training sessions are designed in such a way that they do not require prior knowledge to participate.





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