

DigitalCraft Project Curriculum Framework

I. Overview

The DigitalCraft project curriculum aims to enhance vocational education and training (VET) in the fields of design thinking and graphic design. This curriculum incorporates comprehensive modules that address key aspects of design thinking, graphic design, and the integration of digital tools into educational processes. The curriculum framework is structured to provide a clear and detailed roadmap for developing competencies, learning outcomes, and assessment methods that align with the project's objectives.

II. Objectives

- To equip VET students with industry-relevant skills in design thinking and graphic design.
- To enhance the quality and relevance of VET education through innovative teaching methods.
- To support the professional development of VET teachers and trainers.
- To address current skills gaps in the labor market by providing a comprehensive educational program.

III. Key Competencies

- Design thinking methodologies
- Graphic design techniques
- Digital literacy and tool proficiency
- Visual communication and storytelling
- Interdisciplinary collaboration
- Cultural and social responsibility in design

IV. Learning Outcomes

By the end of the curriculum, students will be able to:

- Understand and apply design thinking principles in various contexts.
- Utilize key digital tools for design and collaboration effectively.
- Create engaging visual content using graphic design techniques.
- Work collaboratively on interdisciplinary projects.
- Demonstrate cultural and social responsibility in design practices.
- Stay updated with future trends and adapt to changes in the job market.

V. Module Structure

- **Module 1:** Introduction to the DigitalCraft Project and Its Issues
 - Overview of project objectives, importance of design thinking and graphic design in VET, industry demands, case studies, interdisciplinary skills, and challenges faced by VET institutions.
- **Module 2:** Needs Analysis Summary
 - Summary of needs analysis, identification of skills gaps, prioritization of key competencies, areas for curriculum improvement, and strategies for implementation.
- **Module 3:** Design Thinking Methodologies
 - Principles, historical context, steps in the process (Empathize, Define, Ideate, Prototype, Test), practical exercises, real-world applications, and tools for problem-solving.
- **Module 4:** Digital Tools for Design and Collaboration
 - Introduction to tools like Canva, Google Drive, CapCut, Juxtapose, KnightLab JS, importance of digital literacy, project assignments, and collaborative work.
- **Module 5:** Visual Communication Skills
 - Fundamentals of visual design, techniques for creating infographics and marketing materials, visual storytelling, and methods for feedback and refinement.
- **Module 6:** Implementing Interdisciplinary Projects
 - Designing projects, collaboration strategies, case studies, and best practices for interdisciplinary work.
- **Module 7:** Assessment and Evaluation
 - Formative and summative assessment techniques, feedback methods, final evaluation criteria, and certification process.
- **Module 8:** Future Trends in Design and Technology
 - Emerging trends, new technologies in education (VR, AR, AI), future skills, lifelong learning strategies, and adapting to industry changes.
- **Module 9:** Cultural and Social Responsibility in Design
 - Cultural sensitivity, social impact, ethical considerations, and projects aimed at social improvement.

VI. Assessment Methods

- **Formative Assessments:**
 - Continuous feedback on practical exercises and project work.
 - Peer assessments and collaborative evaluations.

- Summative Assessments:
 - Final project presentations and portfolio submissions.
 - Written exams on theoretical aspects of design thinking and graphic design.

- Certification:
 - Criteria for successful completion include participation in all modules, completion of projects, and passing summative assessments.
 - Certification will recognize the competencies acquired and support employability.

VII. Implementation Timeline

1. Needs Assessment (Month 1-2):
 - Conduct interviews and surveys.
 - Analyze data and produce needs assessment reports.

2. Curriculum Framework Development (Month 3):
 - Develop and finalize the curriculum framework.

3. Content Development (Month 4-6):
 - Create detailed content for each module.
 - Integrate feedback from stakeholders.

4. Pilot Implementation (Month 7):
 - Test the curriculum with VET schools.
 - Collect feedback and refine the curriculum.

5. Translation and Finalization (Month 7-8):
 - Translate the curriculum into Romanian and Italian.
 - Finalize and design the curriculum for publication.

6. Dissemination (Month 9-14):
 - Upload the curriculum to partner websites.
 - Share with VET schools and stakeholders.

VIII. Monitoring and Evaluation

- Regular Assessments:
 - Track progress through key performance indicators.
 - Adjust strategies based on feedback and performance data.

- Stakeholder Feedback:
 - Collect and analyze feedback from VET teachers, students, and industry professionals.

- Use insights to continuously improve the curriculum.
 - Final Evaluation:
 - Assess the overall impact of the curriculum on VET education and student employability.
 - Report findings and recommendations for future improvements.