Syllabus

Course Description

Course Title	Innovative Practices in Educational Contexts
Course Code	53150
Course Title Additional	
Scientific-Disciplinary Sector	PAED-02/A
Language	English
Degree Course	Master in Social Work and Social Policy
Other Degree Courses (Loaned)	
Lecturers	Prof. Daniele Morselli, Daniele.Morselli@unibz.it https://www.unibz.it/en/faculties/education/academic-staff/person/39786 PhD Francesca Ravanelli, Francesca.Ravanelli@unibz.it https://www.unibz.it/en/faculties/education/academic-staff/person/34951
Teaching Assistant	
Semester	Second semester
Course Year/s	1
CP	5
Teaching Hours	24
Lab Hours	10
Individual Study Hours	91
Planned Office Hours	15
Contents Summary	Experiential module based on problem-based learning: students work in teams on real social challenges, using digital tools and AI to develop innovative and sustainable solutions.
Course Topics	The module combines problem-based learning and learning by doing. A social entrepreneur presents a real challenge; students conduct research, interviews, and use digital technologies and AI

	to develop creative solutions. Working in small groups, they enhance teamwork, project management, and presentation skills. The lab deepens the practical application of digital tools and AI for social innovation and sustainability. Reflection on ethical, social, and collaborative aspects of digital transformation in educational contexts is an integral part.
Keywords	- Social Entrepreneurship - Social Innovation - Problem-Based Learning (PBL) - Human-Centred Design - Digital Technologies - Artificial Intelligence (AI)
Recommended Prerequisites	none
Propaedeutic Courses	
Teaching Format	The course is centered around a practical project where a social entrepreneur presents a real-world challenge. Students, organized into small groups, will embark on an iterative process that will heavily leverage innovative digital technologies. They will begin with a deep understanding of the social problem, supported by comprehensive research utilizing both internet resources and advanced learning environments and AI tools. Subsequently, they will apply Human-Centered Design techniques to conduct empathetic interviews with potential beneficiaries, gathering crucial insights through digital platforms. Ideation sessions, actively supported by AI for idea generation and refinement, will enable the creation of a wide range of solutions. These ideas will then be structured into concrete and sustainable proposals through the application of the Business Model Canvas, often with the aid of collaborative digital tools. The culmination of the course will be the final presentation of each solution to the social entrepreneur and other stakeholders, demonstrating the feasibility and potential impact of their work, also through the strategic use of digital aids.
Mandatory Attendance	In accordance with the regulation
Specific Educational Objectives and Learning Outcomes	- Strengthen problem-solving skills in real contexts - Foster creativity and innovation - Promote responsible use of AI - Enhance teamwork and communication skills - Analyze: complex social problems using digital and AI-supported

	methods - Develop: innovative solutions as a team - Evaluate: the effectiveness and feasibility of proposed solutions - Reflect: on one's own learning process and the role of AI in educational innovation - Apply digital technologies practically - Design social innovation processes - Recognize and address ethical challenges - Strengthen social entrepreneurial skills - Develop: innovative social business models using digital tools - Analyze: ethical and social impacts - Collaborate: effectively in interdisciplinary teams - Implement: digital solutions for the common good
Specific Educational Objectives and Learning Outcomes (additional info.)	
Assessment	The examination, which is oral in nature, involves the discussion of the final presentation of the group project developed during the course. During the same oral examination, the student will be invited to conduct an individual reflection on their training and the learning acquired.
Evaluation Criteria	Assessment will primarily be based on the final project presentation to the social entrepreneur, considering the following criteria: Degree of innovation of the idea: Originality and creativity of the proposed solution. Feasibility of the idea: Practical implementability, including a realistic assessment of costs and necessary resources. Teamwork: Effectiveness of collaboration and division of tasks within the team. Use of innovative digital technologies: Effective integration and application of digital tools and platforms in the solution development process and presentation.

	Additionally, individual ongoing reflections will be evaluated based on their depth and critical insight.
Required Readings	Given the practical and project-based nature of this course, there is no predefined mandatory bibliography. Short readings and specific resources will be indicated and provided by the lecturer during the course activities, based on project needs and topics covered.
Supplementary Readings	
Further Information	
Sustainable Development Goals (SDGs)	Good health and well-being, Quality education, Sustainable cities and communities, Reduced inequalities, Decent work and economic growth

Course Module

Course Constituent Title	Innovative Practices in Educational Contexts
Course Code	53150A
Scientific-Disciplinary Sector	PAED-02/A
Language	English
Lecturers	Prof. Daniele Morselli, Daniele.Morselli@unibz.it https://www.unibz.it/en/faculties/education/academic-staff/person/39786
Teaching Assistant	
Semester	Second semester
CP	4
Responsible Lecturer	
Teaching Hours	24
Lab Hours	0
Individual Study Hours	76
Planned Office Hours	12
Contents Summary	Practice-oriented, problem-based learning: students work in teams on real-world social challenges, conduct research, interviews, and use AI for innovative solutions.
Course Topics	An entrepreneur presents a social challenge. Students conduct online research, interview stakeholders, and apply AI tools. In

	teams, they develop creative, actionable solutions and present them at the end of the course. Reflection on teamwork, creativity, and responsible AI use in educational settings.
Teaching Format	The lesson takes place remotely.
Required Readings	This course introduces students to the principles of social entrepreneurship through a Problem-Based Learning (PBL) approach. Students will be immersed in a real-world challenge posed by a social entrepreneur, focusing on current issues within the social sector. Working in small groups, students will develop innovative and sustainable solutions.
Supplementary Readings	

Course Module

Course Constituent Title	Innovative Technologies for the Common Good (lab.)
Course Code	53150B
Scientific-Disciplinary Sector	PAED-02/A
Language	Italian
Lecturers	PhD Francesca Ravanelli, Francesca.Ravanelli@unibz.it https://www.unibz.it/en/faculties/education/academic-staff/person/34951
Teaching Assistant	
Semester	Second semester
CP	1
Responsible Lecturer	
Teaching Hours	0
Lab Hours	10
Individual Study Hours	15
Planned Office Hours	3
Contents Summary	Practical lab on digital technologies and AI for social innovation and entrepreneurship. Focus on application and social impact.
Course Topics	Use of digital tools and AI to develop social business models. Students work on real projects, employing crowdfunding, co-creation, and digital governance. Reflection on ethical and social aspects.

Teaching Format	Laboratory activities
Required Readings	Given the practical and project-based nature of this course, there is no predefined mandatory bibliography. Short readings and specific resources will be indicated and provided by the lecturer during the course activities, based on project needs and topics covered.
Supplementary Readings	