

Erasmus+/ KA2 Strategic Partnership project Project N° 2019-1-BG01-KA202-062298 Co-funded by the Erasmus+ Programme of the European Union



TRAINING PROGRAM FOR SMART DISRUPTIVE INNOVATION

















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MAIN OBJECTIVES OF THE TRAINING PROGRAM

Hands-on experience
Interactive
Innovative

- ✓ Comprehensive
- ✓ Development of skills



MAIN OBJECTIVES OF THE TRAINING PROGRAM

SMART BY DESIGN DEVELOPED A NEW TRAINING ROGRAM COVERING:



the key topics of

interdisciplinary knowledge across technology, social sciences

and management disciplines.







To understand what makes a smart city "smart" and drive smart solutions.

To recognize the benefits of design thinking for digital and smart city transformation

03

To apply new management, business and digital skills

04

To use new methods, tools, canvases and other templates and approaches.





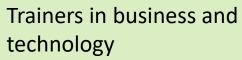
SME decision makers:

- managers and
- owners of smart city technology businesses

Companies who **are** and **want to be** "smart innovators"

VET trainers

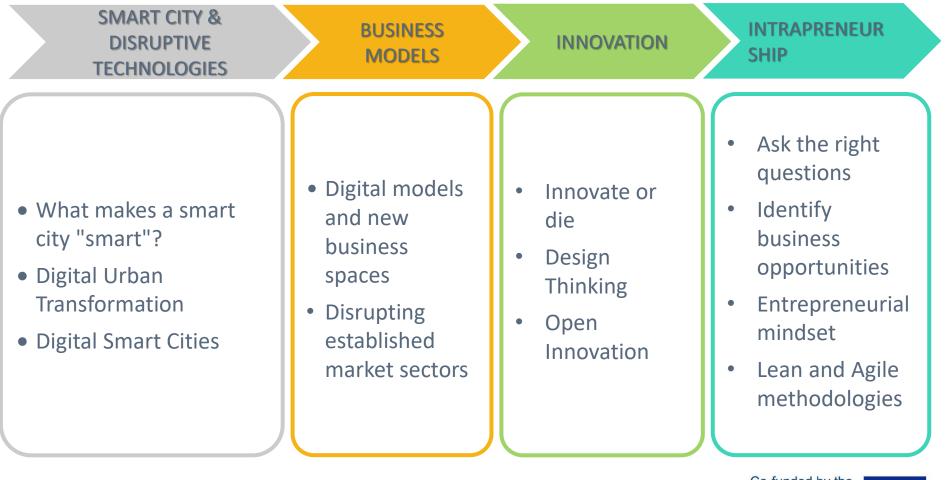






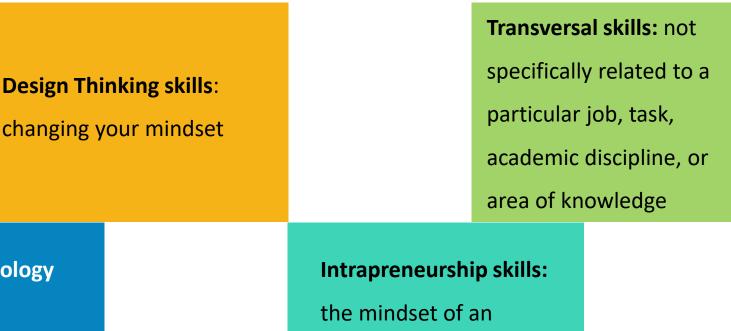
OVERVIEW OF THE TRAINING MODULES











Disruptive technology skills: digital transformation of the cities and businesses Intrapreneurship skills: the mindset of an Entrepreneur within existing company





TRAINING MODULE 1 SMART CITIES AND DISRUPTIVE TECHNOLOGIES

AI AS VALUE CREATION TOOL

CYBERSECURITY

DATA AS FOUNDATION TO THE SMART CITY

REAL TIME EVERYTHING - INTERNET OF THINGS

ROBOTS AND DRONES

UX DESIGN





TRAINING MODULE 2 BUSINESS MODELS

DIGITAL BUSINESS FOR DIGITAL ECONOMY

PLATFORM ECONOMICS

BUSINESS MODEL PATTERNS







TRAINING MODULE 3 INNOVATION

WHAT IS DESIGN THINKING

DESIGN THINKING – 5 STAGES

DESIGN THINKING IN PRACTICE

DESIGN THINKING: APOCALYPSE







TRAINING MODULE 4 INTRAPRENEURSHIP

ASK THE RIGHT QUESTIONS TO IDENTIFY BUSINESS OPPORTUNITIES

E(i)NTREPRENEURIAL MINDSET

LEAN METHODOLOGIES

AGILE METHODOLOGIES





ORGANISATION OF THE TRAINING SESSIONS

- ✓ Form a group of up to 10 people
- ✓ Form teams of 3-4 people for the group exercises
- ✓ Let people get to know each other, exchange ideas and experience throughout the sessions especially when they are from different organizations
- \checkmark Keep the sessions short
- Prepare online tools and applications to be used
- ✓ Plan self-preparation and blended learning
- Develop plan "B" for distance learning for the whole training



GUIDELINES FOR A HMPLEMENTATION

START WITH AN ICE-BREAKER, GAMES AND EXERCISES TO LET PARTICIPANTS FEEL COMFORTABLE

AND GET THEM TO KNOW EACH OTHER SINCE THE FIRST DAY/HOUR







FOR ALL ACTIVITIES ASK THE FOLLOWING QUESTIONS

Ū	How long will the activity take to do?
Ø	What are the goals of the activity?
	What is involved?
	What do we need to do this activity?
	How do we do this activity?



Plan time for discussions and experience sharing! Ask questions?







Review of the sessions

There is a review after each session to provide a recap and confirm lessons learnt by the participants



Reflect on the session

✓ What did you learn today?

✓ So what? Is it important? What does it mean for you?

What next? How will you apply what you have learnt?





Plan the next steps and sessions according to the schedule and the common goals of the group.

Modify whenever necessary.

WHAT'S NEXT



LET'S GET STARTED!!!



