



NEWSLETTER

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3rd edition of the UNIHUBS Newsletter

UNIHUBS is an EU-funded initiative under the Erasmus+ programme aimed at fostering collaboration between Higher Education Institutions (HEIs) and Digital Innovation Hubs (DIHs). It seeks to bridge skill gaps, promote entrepreneurial thinking, and strengthen innovation ecosystems across Europe and Africa through research, training, and mobility activities.

A three day sprint for the future of learning, entrepreneurship, and place based innovation

Erasmus University opened its doors to the UNIHUBS consortium for three focused days of learning by doing. Partners worked side by side on student centered digital pedagogy, next generation entrepreneurship education, and living lab practice that turns ideas into action in real contexts. The meeting felt purpose driven and practical. We left with tested methods, clearer roles, and a shared ninety day plan to carry momentum back to our campuses and communities.

Our collective aim was simple and ambitious. Build the capacity of higher education teams to co-create solutions with learners, digital innovation hubs and communities. We used three complementary methods as our backbone. Design thinking to understand people and frame problems with care. World Cafe to surface shared insight through structured dialogue. Living Labs to test solutions with users in real settings and learn fast. Together these methods move projects from talk to tangible outcomes.

For more information about our project, visit:
www.unihubs.eu



The UNIHUBS consortium



Event Proceedings

Co creation in action

We opened with a hands on introduction to Design Thinking, World Cafe, and Living Labs as a coherent pathway. Teams practiced empathy interviews, crafted clear problem statements, ideated widely, and built quick prototypes ready for user feedback. We closed with reflections that connected the dots across the three methods and mapped where to apply them next inside degree programs, challenge sprints, and community partnerships.

Digital pedagogy for learners

The second strand centered on student centered, digitally mediated learning. We explored practical strategies that increase engagement and agency. Think Pair Share, case work, role play, simulations, flipped classes, mobile learning, collaborative digital spaces, rapid feedback tools, and game based learning with tools like Kahoot and Quizizz. We used a Design Dash card activity to help teams turn learner insights into lesson prototypes that can run next term. The message was clear. Design for the learner in front of you and let technology serve the pedagogy, not the other way around.

Entrepreneurship education that builds mindset and skill

The entrepreneurship track made the case for a modern, evidence based approach. Entrepreneurship is a way of thinking and acting that can be taught. We worked with the four pillars that bring the mindset to life. Heart as purpose and perseverance. Head as theory and strategic understanding. Hands as practice and disciplined execution. Home as community and ecosystems that enable value creation. We then connected the pillars to core skills that matter right now. Critical thinking, problem solving, creativity, leadership, teamwork, resource stewardship, and digital fluency.

Living Labs that deliver change

Living Labs place users at the center and move through preparation, conversation, exploration, experimentation, and evaluation. We reviewed a best practice case that shows how to plan the lab, recruit a diverse group of participants, prototype in authentic settings, and use reflection tools such as PESTLE and SWOT to track what works and why. Partners discussed a concrete challenge that many campuses share.

Event Proceedings

What we produced together

Teams left with a shared playbook for co creation, ready to run lesson prototypes, entrepreneurship learning modules, and Living Lab action notes. Each output reflected collaboration, creativity, and an inclusive learning mindset. Participants reported stronger confidence in facilitation, clearer problem framing, and a shift from content coverage to learning design.

Why this matters now

Higher education faces fast change in the labor market, technology, and public expectations. The skills students need are not just technical. They are human, creative, and collaborative. Our work at Erasmus University showed that we can redesign learning and entrepreneurship education to meet these needs while staying connected to our communities.

Thanks our hosts at Erasmus University, all consortium partners, facilitators, who contributed ideas and energy. The work continues on our campuses and in our communities. The next time we meet, we will share what we tried, what we learned, and what we will do next.