

Torino 2-4 dicembre 2021

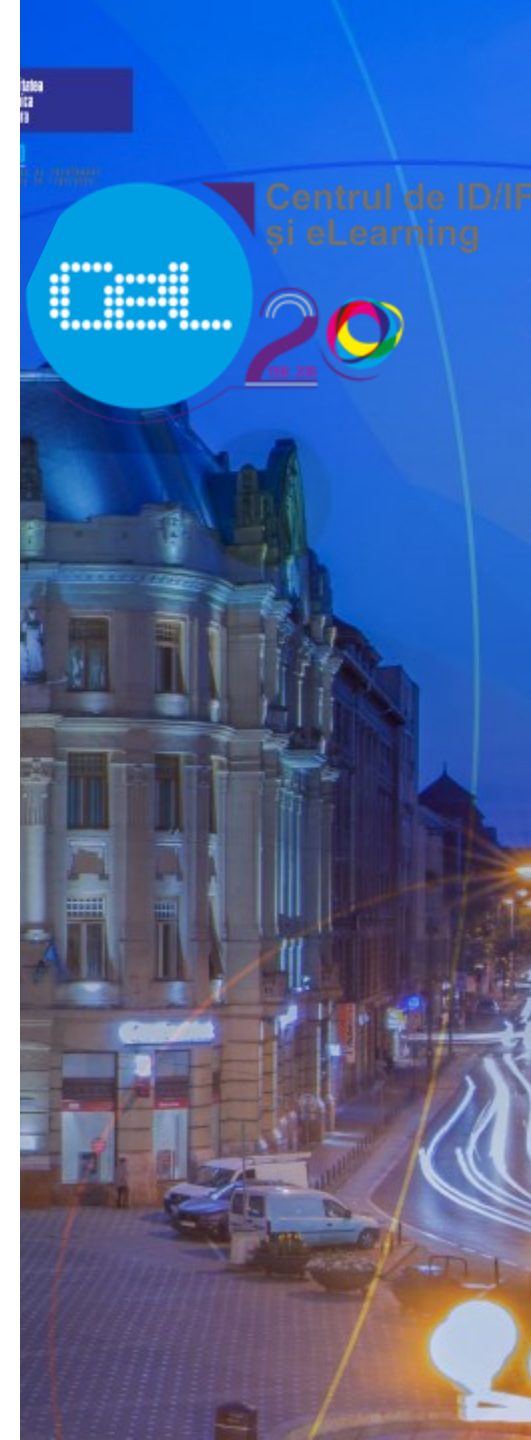
moodle
moot
ITALIA 2021

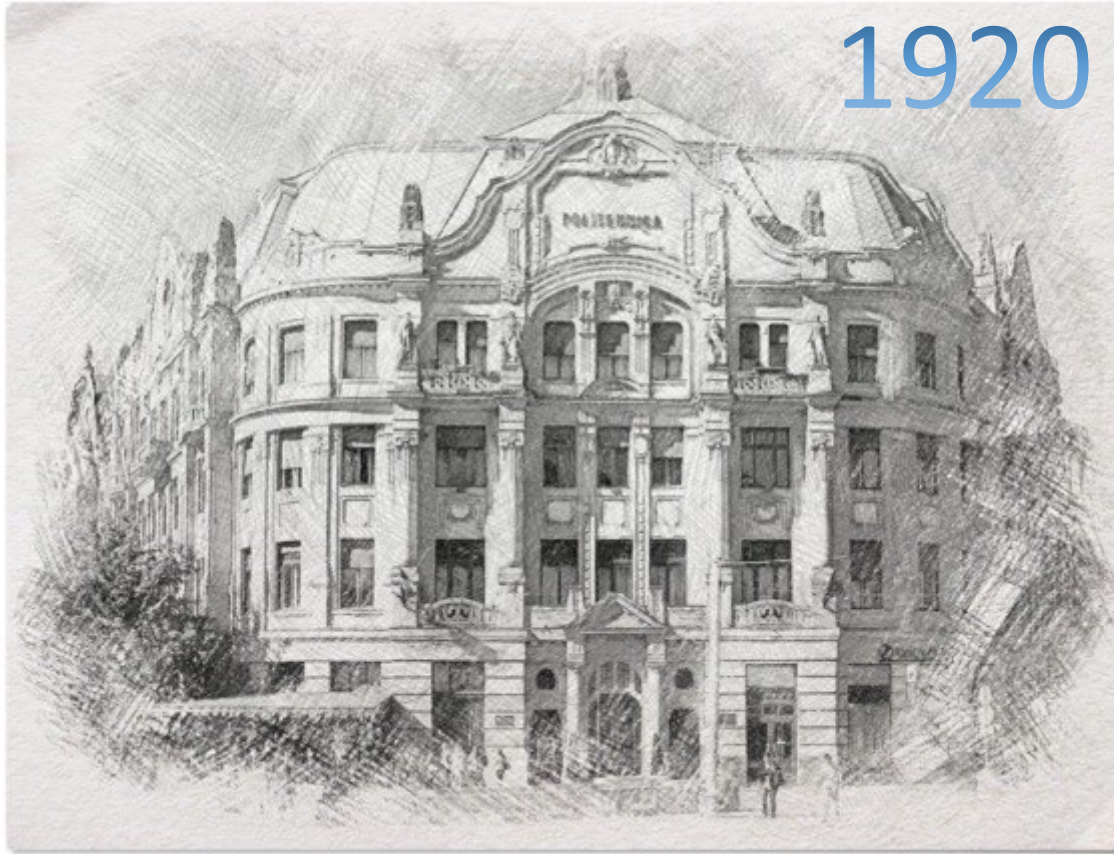


Microcredentials and Open Certificates in UPT Digital Education Ecosystem

Dr. eng. Diana ANDONE, Dr. eng. Andrei
TERNAUCIUC

eLearning Center, Politehnica University
of Timisoara, Romania





1920

Politehnica University of Timisoara, Romania



11 noiembrie 2020

Elearning.upt.ro

Centrul de ID/IFR
și eLearning



Digitisation



Digital Tools
(creating, using)
Core
Content
Skills

Early Adopters

Digitisation

Core

UPT Virtual Campus (Unique Access point)

UniCampus - MOOCs courses

Training & Support

UPT Virtual Campus (Unique Access point) – Customised, scalable

- Moodle 3.11.3

- 497 plugins

- 80 additional

- 11 developed by UPT

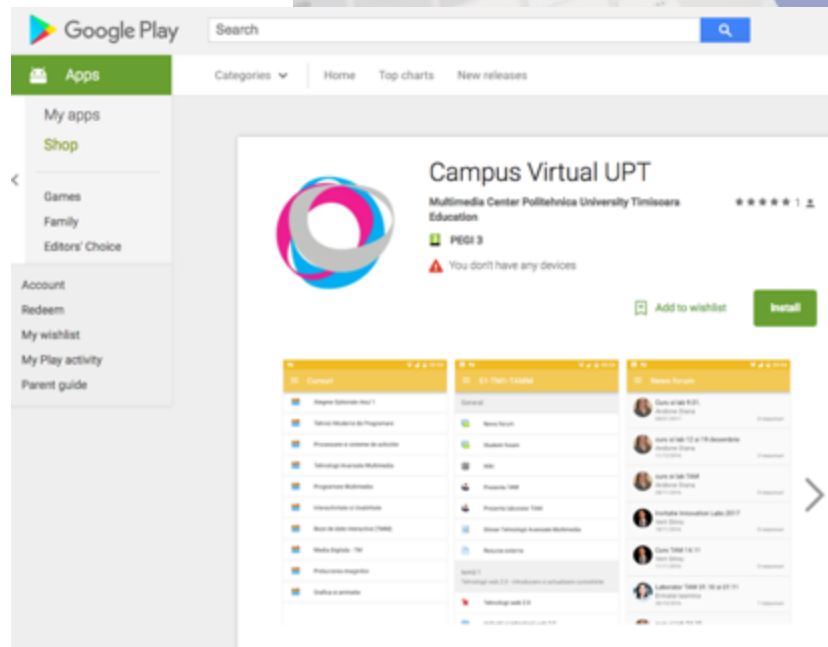
- 26 since March 2020

Since 2008 – open-source Moodle, customised and upgraded

Since 2015 - Mobile app CVUPT

Closed platform only for UPT students and professors

<https://cv.upt.ro/>



Plugins overview

Check for available updates

Last check done on 15 September 2021, 5:02 PM

Additional plugins

All plugins 497 Additional plugins 80

Plugin name	Version	Availability	Actions	Notes
Activity modules				
Attendance mod_attendance	3.11.10 2021082600	Enabled	Settings	Additional Required by: block_attendance
BigBlueButton mod_bigbluebuttonbn	2.4.4 2019101011	Disabled	Settings Uninstall	Additional
CeL Report mod_celreport	2017112803	Enabled	Settings Uninstall	Additional

1 Year of Pandemic in Education

11 martie 2020 - 11 martie 2021



Centrul de ID/IFR
și e-Learning



Virtual Campus Evolution in UPT



number of students / profesors



Împreună Online - Community

Cele mai bune cursuri online, gratuite,
din România

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CAUTĂ CURSURI

Cele mai noi cursuri

www.unicampus.ro



Cursuri DigiCulture

VEZI CURSURI



Open Education Week 2021

01 April
© 2021



VEZI CURS



Digital Skills 2019

01 July
© 2020



VEZI CURS

Digitalisation

Digital Education
Eco-system
Collaboration
Co-creators



Enablers

Digitalisation

Digital Education Eco-system
Collaboration
Co-creators
Collaboration
Virtual mobilities



**Digital
Transformation**

**Academic
Culture changes
Learning
transformation**

**Together
Online**

Digital leaders

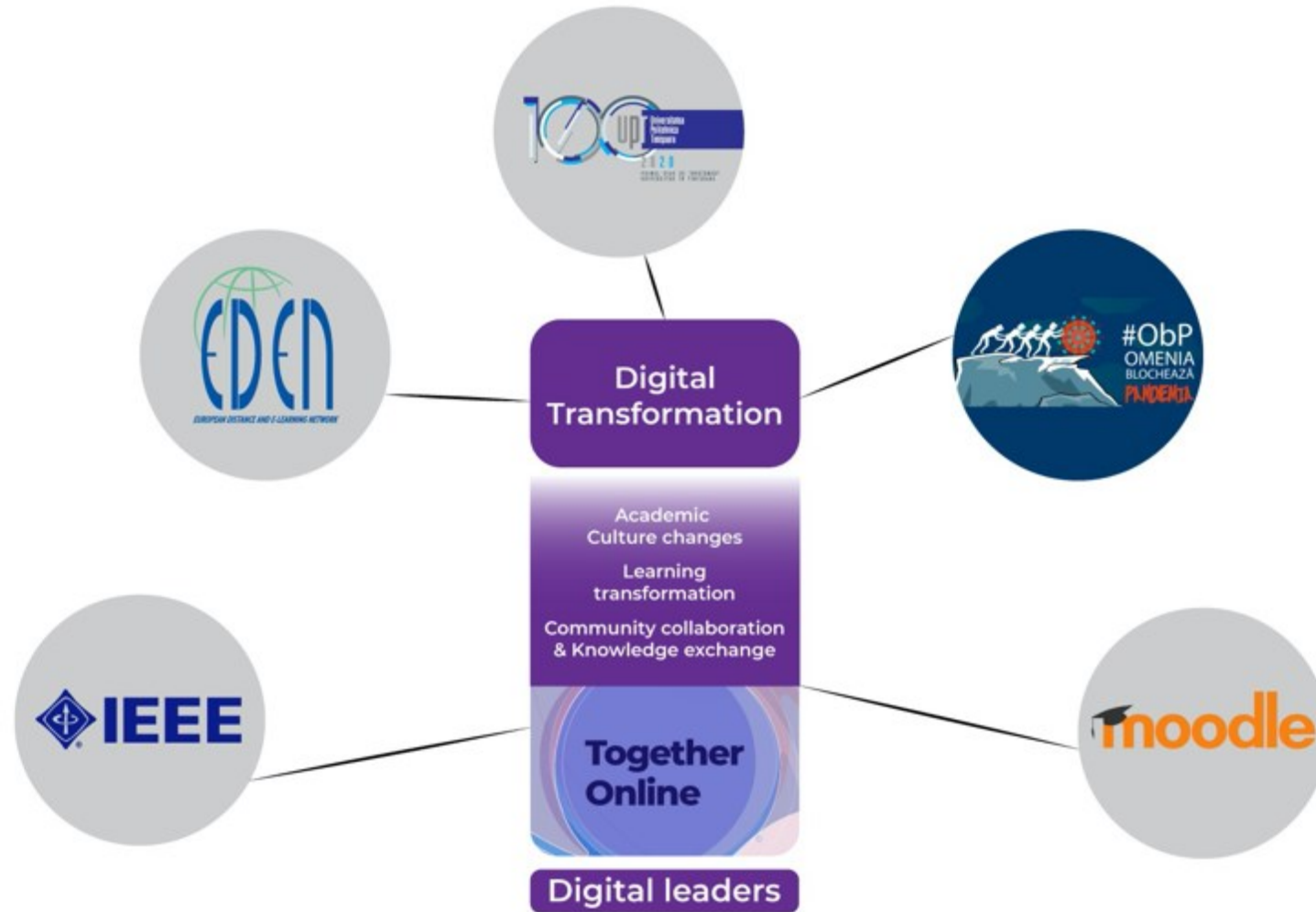
Digital Transformation

Academic Culture changes

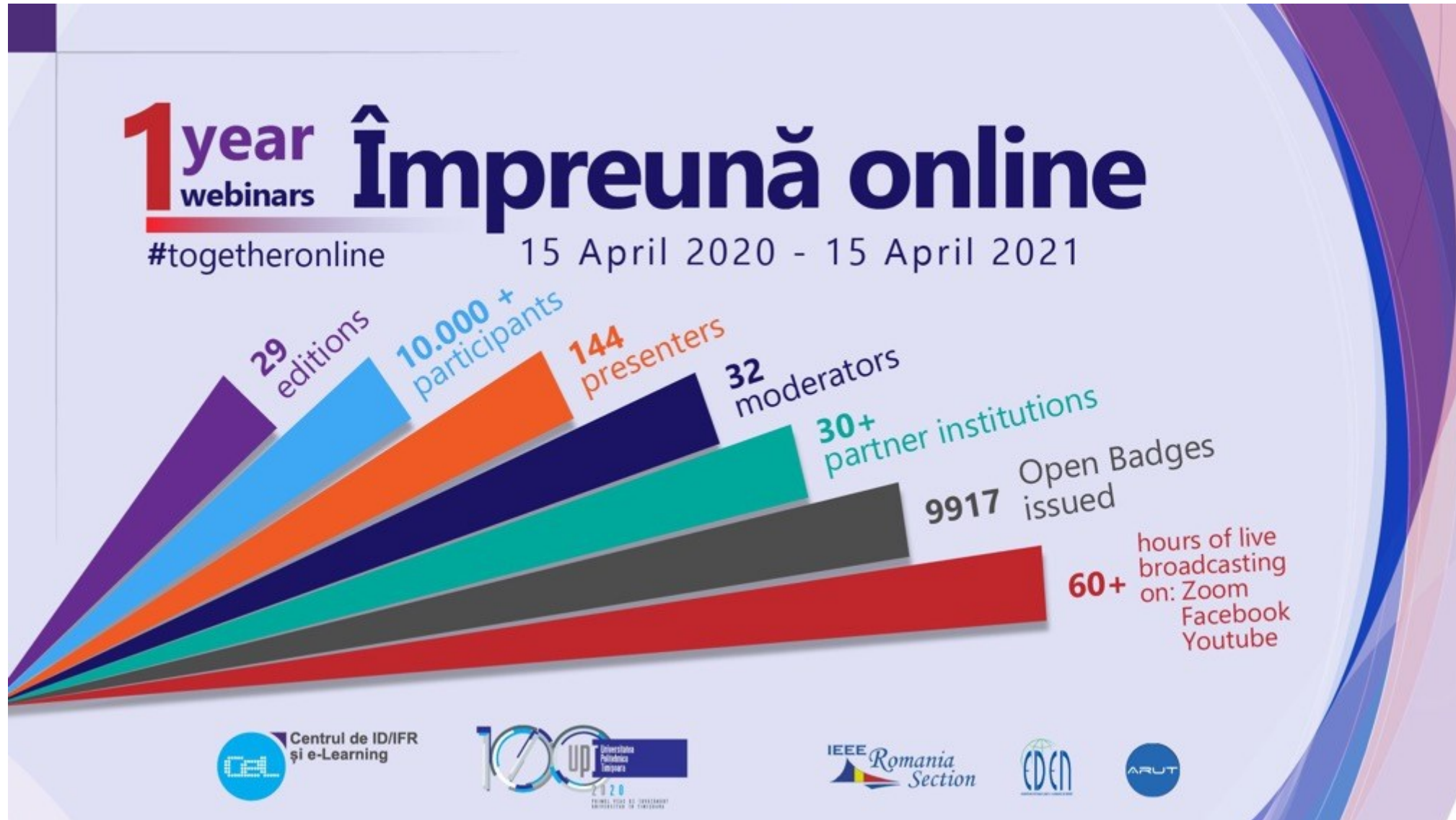
Learning transformation

Microcredentials

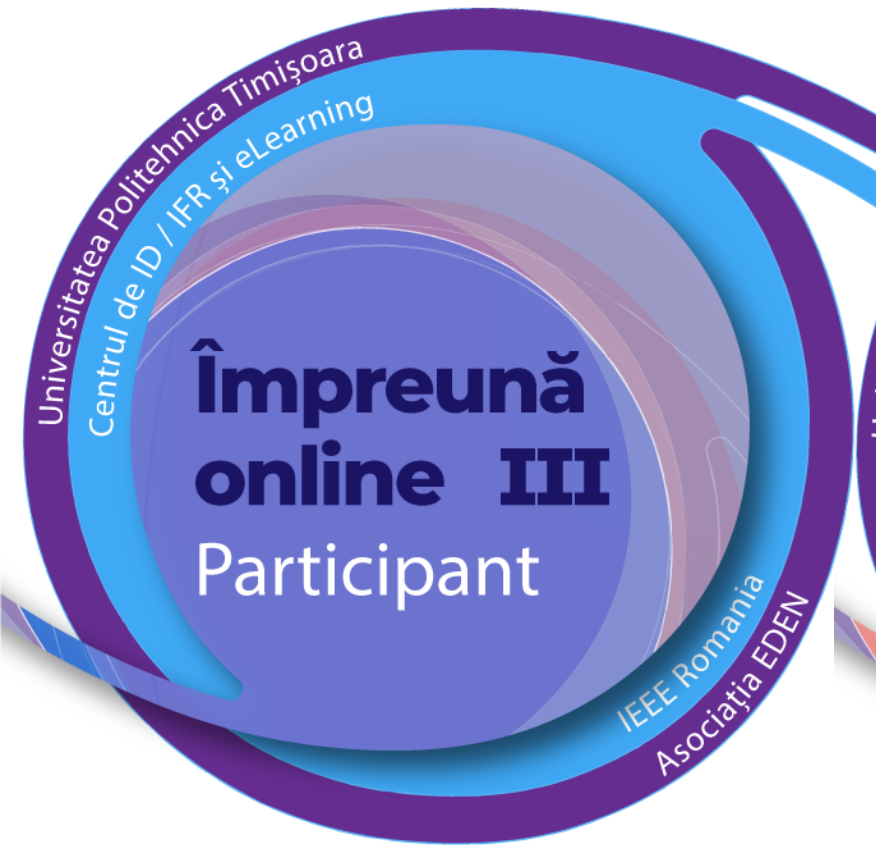
Community collaboration & Knowledge exchange



Digital Transformation



Microcredits – open badge in informal learning (webinars)



<https://elearning.upt.ro/ro/impreuna-online/>

Integrated with Badgr

Microcredits – open badge badge in informal learning (workshops, development)



Integrated with Badgr

Digital Skills for Education & Culture Workshop, December 3, 2021, online in RO & EN

elearning.upt.ro

CEEL Centrul de ID/IFR și e-Learning

Multimedia Center

100 UP

HEK Romania Section

Workshop #6

Competențe digitale pentru educație și cultură

Digital Skills for Education & Culture

03 decembrie 2021

14:00 - 18:00

online

Zoom - Facebook - YouTube - Instagram

SPOTLIGHT HERITAGE TIMIȘOARA

EU DRES

acadigia

AugmentedWearEdu

MO DE IT

TRACCE

DIGITAL culture

Learning Support

Education Forum

Exchange Ideas

Browse Courses

Ebook

Online Counseling

Degree

E-Learning

<https://elearning.upt.ro/en/comunitate/digital-skills-for-education-culture-workshopworkshop-competente-digitale-pentru-educatie-si-cultura/>

Why microcredentials?

Formal - informal

\$9.9B Micro and Alternative Credential Expenditure

2019 Global Micro and Alternative Credential Market Estimate in USD

Illustrative examples only

Bootcamps (Offline + Online)



B2B and HE growing very fast

\$0.9B



D2C Bootcamps, B2B Bootcamps and now University Partnership Bootcamps

Online Non-Degree 'Certificates' and Post Secondary Micro-Credentials.



University & Non-University designed & delivered 'certificates' & micro-credentials

\$2.3B



Excluding Offline Executive and Continuing Education

Professional Certifications



Accounts, Cyber, Engineers, Finance, Lawyers, Nurses, Physicians, Software Developers, Tech/Project Management.

\$2.9B

Online Courses & Badges



MOOCs, Marketplaces, Coding and Creator Courses, Skills Assessments and Test Prep for Professional Certifications



\$3.8B+

Source: HolonIQ Smart Estimates, February 2021

Segmenting the Post Secondary Credential Spectrum

Defining the Global Micro and Alternative Credential Spectrum, beyond government led qualification frameworks, is not straight forward. Different stakeholders bring very different perspectives, and this segmentation is by no means exhaustive.

1-10+ hours Short Courses/Badges	500-1000 hours Bootcamps	200-1000 hours Professional Certifications & Licenses	100-1000 hours Non-University Issued Non-Degree 'Certificates'	100-1000 hours University Issued Non-Degree 'Certificates'	1500-5000 hours Degree Programs/ 'Accredited Programs'
<ul style="list-style-type: none"> On Demand, Online, Short Courses. Mostly asynchronous video and resources. Generally, no formal assessment. 'Peer to Peer' heavy. 	<ul style="list-style-type: none"> 3-6 month full-time immersive programs. Coding, Cyber, Digital Marketing, PM, UX... Formerly offline, moving online due to COVID. Might go back 	<ul style="list-style-type: none"> Professional certifications and licenses. Generally issued by industry bodies. Dominated by Question Banks, Study Notes and Test Prep. 	<ul style="list-style-type: none"> 'Self-credentialled', employer or Industry backed, non-accredited programs. Google: 'equivalent to a four-year degree'. Industry backed MOOC Certificates 	<ul style="list-style-type: none"> University Branded Certificates. Delivered internally or through partners/platforms. Increasingly credit bearing or some form of recognition/ advancement quality. 	<ul style="list-style-type: none"> National/Regional Qualification Framework Regulated Programs. Government funding tied to qualification frameworks.
<p>Examples</p> <ul style="list-style-type: none"> Degreed LinkedIn (Lynda.com) OpenClassrooms Pluralsight Skillshare Udemy 	<p>Examples</p> <ul style="list-style-type: none"> 42 General Assembly Lambda School Le Wagon Thinkful Trilogy 	<p>Examples</p> <ul style="list-style-type: none"> AWS, Cisco, SSCP... Bar (Law), CFA (Fin)... CA/CPA/CIA/CERA... NCLEX... PE/FE, PMP, PgMP... USMLE, ABFM... 	<p>Examples</p> <ul style="list-style-type: none"> Google Certificates, Udacity Nano-Degree MOOCs w Industry Partners eg EdX MicroMasters, Coursera 'Specializations' 	<p>Examples</p> <ul style="list-style-type: none"> eCornell European Micro-credential Framework University Learning Store WGU Academy 	<p>Examples</p> <ul style="list-style-type: none"> TVET Certificates Associate/Bachelor Masters/Doctorate 'Sub Bachelor' and 'PG Diploma' in most parts of the world.

Source: HolonIQ, February 2021

Micro-credentials

A European approach to micro-credentials

Micro-credentials offer more flexible and modular learning opportunities. Having a European approach will help widen learning opportunities and strengthen the role of higher education and vocational education and training institutions in lifelong learning.

About education in the EU
European Education Area ▾
About the European Education Area
Education for Climate Coalition
Micro-credentials
Mutual recognition of diplomas
Quality in early childhood education and care
Language learning

What are micro-credentials?

A micro-credential is a proof of the learning outcomes that a learner has acquired following a short, transparently-assessed learning experience. They are awarded upon the completion of short stand-alone courses (or modules) done on-site or online (or in a blended format).

Flexible learning

Micro-credentials open education up to more people because of their flexible, short-term nature. They are open to all types of learners. They can be particularly helpful for people who

- are looking to build on their current knowledge rather than get a full degree
- want to bridge a gap between degrees or their initial formal education and emerging labour market skills
- want to upskill or reskill

European Digital Credentials for Learning



European Digital Credentials can be used to certify formal and non-formal education.

The [European Commission](#) is developing the Europass Digital Credentials Infrastructure (EDCI) to support efficiency and security in how credentials such as qualifications and other learning achievements can be recognised across Europe.

Work is ongoing on the development of the Europass Digital Credentials Infrastructure (EDCI). The EDCI will support authentication services for any digital documents or representations of information on skills and qualifications as outlined in [Article 4 \(8\) of the Europass Decision](#).

A credential is a documented statement containing claims about a person issued by an educational organisation following a learning experience.

Europass Digital Credentials describe a learning achievement. They can describe:

- activities (e.g. classes attended),
- assessments (e.g. projects),
- achievements (e.g. skills development),
- professional entitlements (e.g. registration as a medical doctor) and
- qualifications.

<https://youtu.be/foOcnD0uCyU>

<https://europa.eu/europass/en/news/launch-event-report-european-digital-credentials-learning>

Oct 25, 2021 - <https://europa.eu/europass/en/what-are-digital-credentials>

European Digital Credentials for Learning | Interoperability

The screenshot shows the top of the Europass website. At the top left is the European Union flag and the text 'Europass European Union'. At the top right is a language selector for 'English EN'. Below this is a breadcrumb trail: 'Home > European Digital Credentials for Learning | Interoperability'. The main navigation bar includes 'Europass', 'Europass tools', 'Learn in Europe', 'Work in Europe', 'About Europass', and 'Stakeholders', with a 'Login to Europass' button on the right. The main heading is 'European Digital Credentials for Learning | Interoperability'. Below the heading is a 'Get started' section with a sub-heading. A message box states: 'These pages are being updated. Additional documentation will be added on a monthly basis throughout 2020.' Below this, a paragraph explains that Europass will enable people to receive Europass Digital Credentials, which are trust-worthy, digital records of learning achievements such as qualifications and diplomas. It notes that these credentials are signed by an issuing education and training institution and have the same legal value as paper-based credentials. Receiving Europass credentials is fast and simple. On the left side, there is a sidebar with a list of links, each with a plus sign icon: 'Europass interoperability', 'European Digital Credentials for Learning | Interoperability', 'ePortfolio | Interoperability', 'Qualifications Dataset Register | Interoperability', and 'Preparing Credentials | Europass Digital Credentials'.

EDCI Data Model is an extension of the [W3C Verifiable Credentials Data Model](#)

aligned with the [ELMO/EMREX Standard](#)

Issuer information

<https://europa.eu/europass/digital-credentials/issuer/#/home>

<https://europa.eu/europass/en/european-digital-credentials-learning-interoperability>



Open Virtual Mobility

Course implementation

24 courses to get ready for Virtual mobilities

Welcome to the MOOC - Media and Digital Literacy!

1. Welcome to the MOOC - Media and Digital Literacy!
Improve your media and digital literacy to prepare for virtual mobility!

Choose your learning pathway - as TEACHER or STUDENT

Kafi (student)

- + likes creative work
- + speaks good English
- + has many Instagram followers
- + wants to get ready for virtual mobility

Rafa (student)

- + likes travelling
- + runs his own blog
- + speaks good English
- + wants to get ready for virtual mobility

Media and Digital Literacy - Intermediate Level

Welcome to the Intermediate Level of the Media and Digital Literacy course

In this part of the MOOC, you will watch videos and read texts that enable you to improve your media and digital literacy (MDL). You will also participate in discussion forums and self-assess your skills.

Before starting the intermediate level, you can choose to attend the foundation level [MDL Foundation Level].

After you have completed the intermediate level, you will be ready to join the advanced and the last level of the media and digital literacy course [MDL Advanced Level].

Discussion Forum (Intermediate Level)

Dear participants, you can use this space to write your questions regarding the learning path, technical issues, assessment, and badges. A tutor will provide you guidance!

Skills needed to face the learning challenges in the digital era

VM Badges

Badge that can be earned in this course:

Media & Digital Literacy Intermediate Level

Users need to complete all the activities in this course, in order to earn this badge.

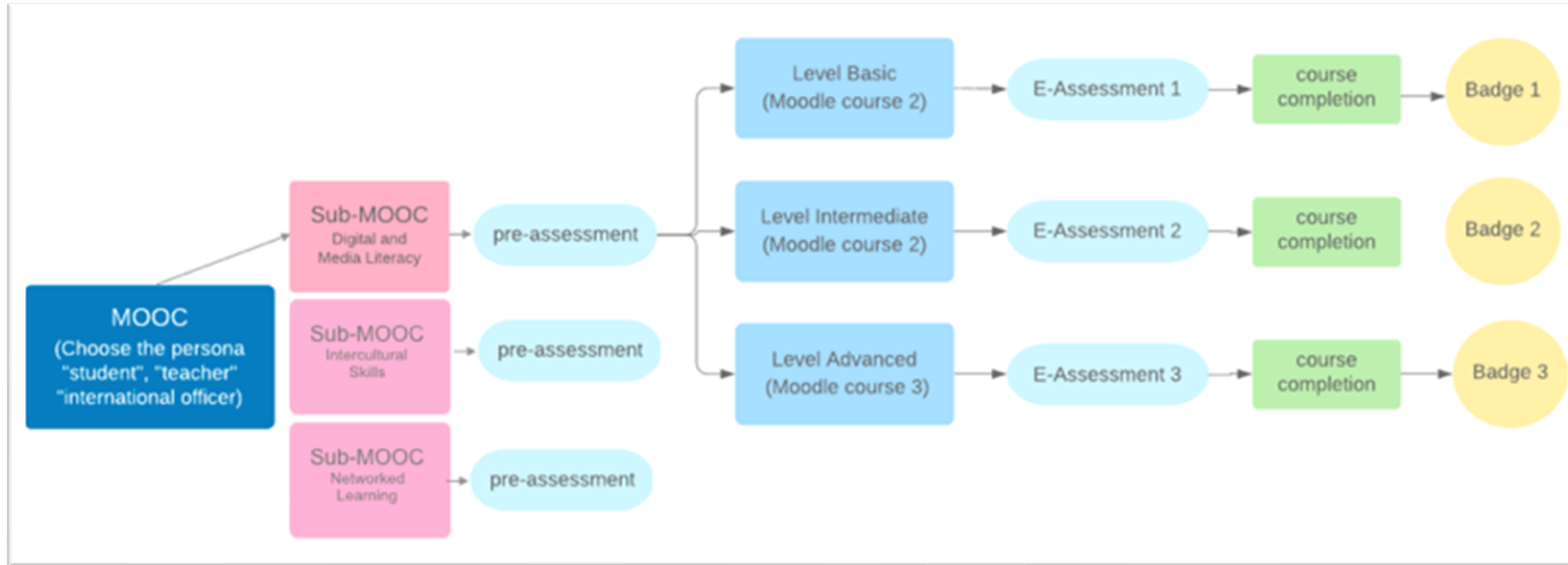
14 user(s) have completed this course and claimed this badge. Details

More information about this badge: here

<http://www.openvirtualmobility.eu>

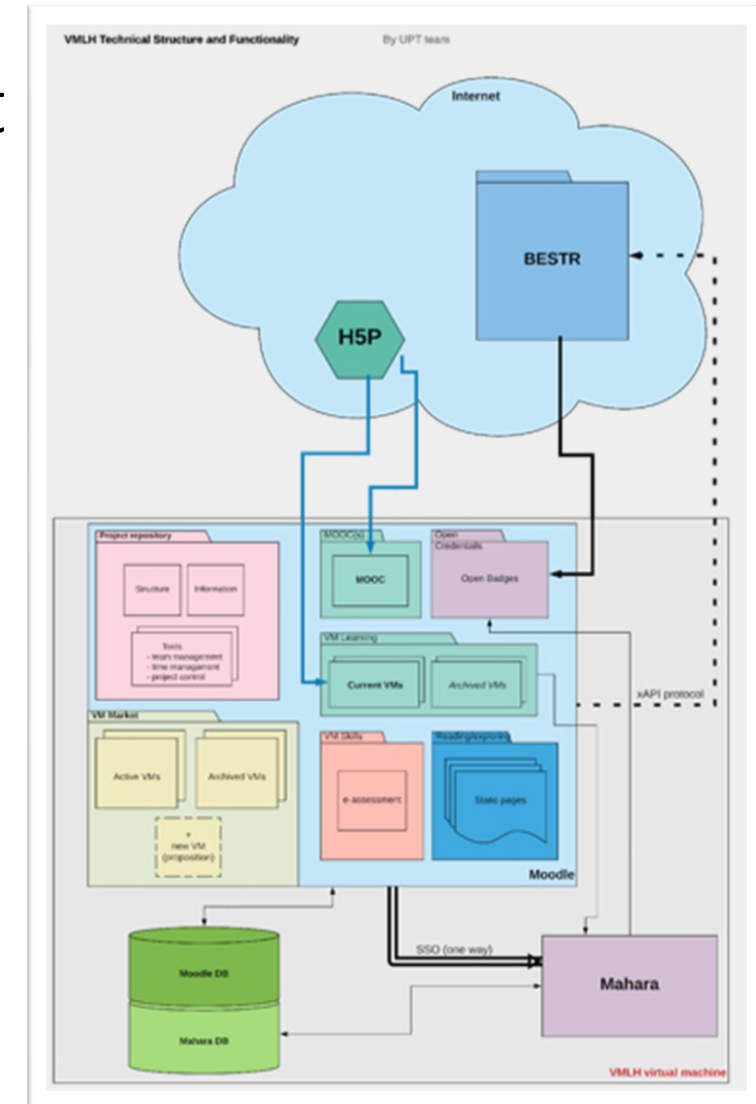


Open Virtual Mobility Learning HUB - Concept



- OpenVMLH - MOODLE-based open platform
- Bestr LRS
 - xAPI plugin
 - Custom API for displaying acquired Open Badges in the HUB

<http://www.openvirtualmobility.eu>



Open Virtual Mobility Learning HUB - implementation

The screenshot shows the user interface of the Open Virtual Mobility Learning HUB. At the top, there is a navigation bar with the logo, language selection (English (en)), and user profile (Admin User). A left sidebar contains navigation options: Participants, Grades, General, and a list of levels (FOUNDATION, INTERMEDIATE, ADVANCED) and support options. The main content area features a welcome message: "Welcome to the MOOC - Media and Digital Literacy!" followed by a progress indicator and a task: "1. Welcome to the MOOC - Media and Digital Literacy! Improve your media and digital literacy to prepare for virtual mobility!". Below this, there are two student profiles: Kati (student) and Rafa (student), each with a photo and a list of interests and skills.

The screenshot displays the course page for the "Advanced Level of the Media and Digital Literacy course". It includes a welcome message, a progress indicator, and a list of learning objectives, course materials, and time to finish the course. A discussion forum for students is also visible. On the right side, there is a section for "OpenVM Badges" which includes a badge for "Media & Digital Literacy Advanced Level" and information about the badge's requirements and completion status.

<http://www.openvirtualmobility.eu>

Moodle based



Open Virtual Mobility

Open Credentials to recognise virtual mobility skills
Opening the skill recognition!





DigiCulture Courses – online/ blended learning, free courses

1. The Internet, World Wide Web and introduction to the digital world

2. Digital Content & Publishing (including wikis)

3. Data Protection and Open Licenses

4. Digital Curation - Digital Libraries and Museums

5. Digital Safety, Security and Ethics

6. Digital Storytelling

7. Digital Audiences, Digital Analytics (Google, Facebook, Twitter, SEO)

8. Social Media for Culture

9. Augmented and Virtual Reality

10. Mobile Apps and Mobile User Experience

11. Digital Management in Culture

12. Digital Communication & Presentations

13. Online and Mobile Digital Media Tools (audio-video)





DigiCulture Courses – online/ blended learning, free courses

UNI CAMPUS English (en) Diana Andone

Augmented and Virtual Reality
IMPROVING THE DIGITAL COMPETENCES AND SOCIAL INCLUSION OF ADULTS IN CREATIVE INDUSTRIES

Home / My courses / DigiCulture / DigiCulture Courses - English / AVR_EN

Overall progress % 27

Augmented and Virtual Reality
The DIGITAL Online Course

Learning Objectives:
This course plans to give participants general knowledge on:

- Explore Use Cases from Creative Industry of Virtual Reality and Augmented Reality.
- How to Design for Virtual Reality
- How to Design for Augmented Reality
- Create their own Virtual Reality experience.
- Create their own Augmented Reality experience.

Competencies:
Digital competencies based on DigComp 2.1:

- Stakeholders needs in terms of Digital Content Creation

Outcomes:
On completion of this course, participants will be able to:

- Understand the role of Augmented and Virtual Reality to create experiences
- Use Digital online tools to create their own VR/AR experiences
- Explore variations and boundaries of AR/VR technology with concepts such as Projection Mapping, 360 videos and commercial applications like Pokémon GO

Activities:
Lecture 1.1: What is Virtual Reality

COMPLETION PROGRESS
Mouse over or touch bar for info.
Overview of students

COURSE BADGE
DIGITAL culture
Augmented & Virtual Reality
BASIC LEVEL TRAINING

You will earn this badge by completing all the activities in the course.

COURSE DEVELOPERS
AALBORG UNIVERSITY

- Bastian I. Hougaard
- Hendrik Knoche
- Aleksandra Lazevska

Knowledge Check-in - Test your knowledge here (Required)

1. Virtual Reality Progress: 50%

2. Create Your Own VR Progress: 50%

3. 360 experiences Progress: 0%

4. Augmented Reality Progress: 0%

2. Create Your Own VR

This section encompasses:

1. A tutorial on how to use 360 images and Cospaces to make Virtual Reality
2. A 360 image you can use to make your own

You will learn:

1. How to use Cospace

2.1: Design an exhibition in VR with Cospaces (5 minutes) ✓

Share your VR prototype!

Your progress

5. AR! Create Your Own! Progress: 0%

Examination Progress: 33%

<https://digiculture.eu/>

Moodle based



Digital audiences
Digital analytics

BASIC LEVEL TRAINING



Mobile UX

BASIC LEVEL TRAINING



WWW Internet
Digital World

BASIC LEVEL TRAINING



Data Protection & Open Licenses

BASIC LEVEL TRAINING



Social media for culture

BASIC LEVEL TRAINING



Digital Safety Security & Ethics

BASIC LEVEL TRAINING



Augmented & Virtual Reality

BASIC LEVEL TRAINING



Digital content & Publishing

BASIC LEVEL TRAINING



Digital management in culture

BASIC LEVEL TRAINING



Digital Communication & Presentations

BASIC LEVEL TRAINING



Digital storytelling

BASIC LEVEL TRAINING



Online & mobile digital media tools

BASIC LEVEL TRAINING

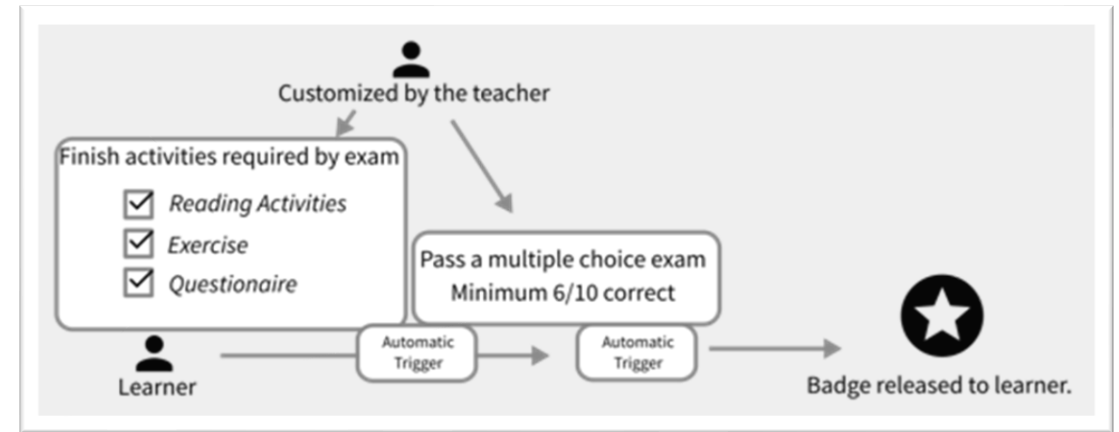


Digital Curation Digital Libraries & Museums

BASIC LEVEL TRAINING

<https://digiculture.eu/>

DigiCulture – Badges Concept



- DigiCulture - MOODLE-based open (sub)platform
- Native Badges
 - Integration with Badgr

<https://digidculture.eu/>

*) <https://digidculture.eu/en/publication-of-output-4-digital-skills-e-assessment-and-open-digital-badges-for-adult-education/>



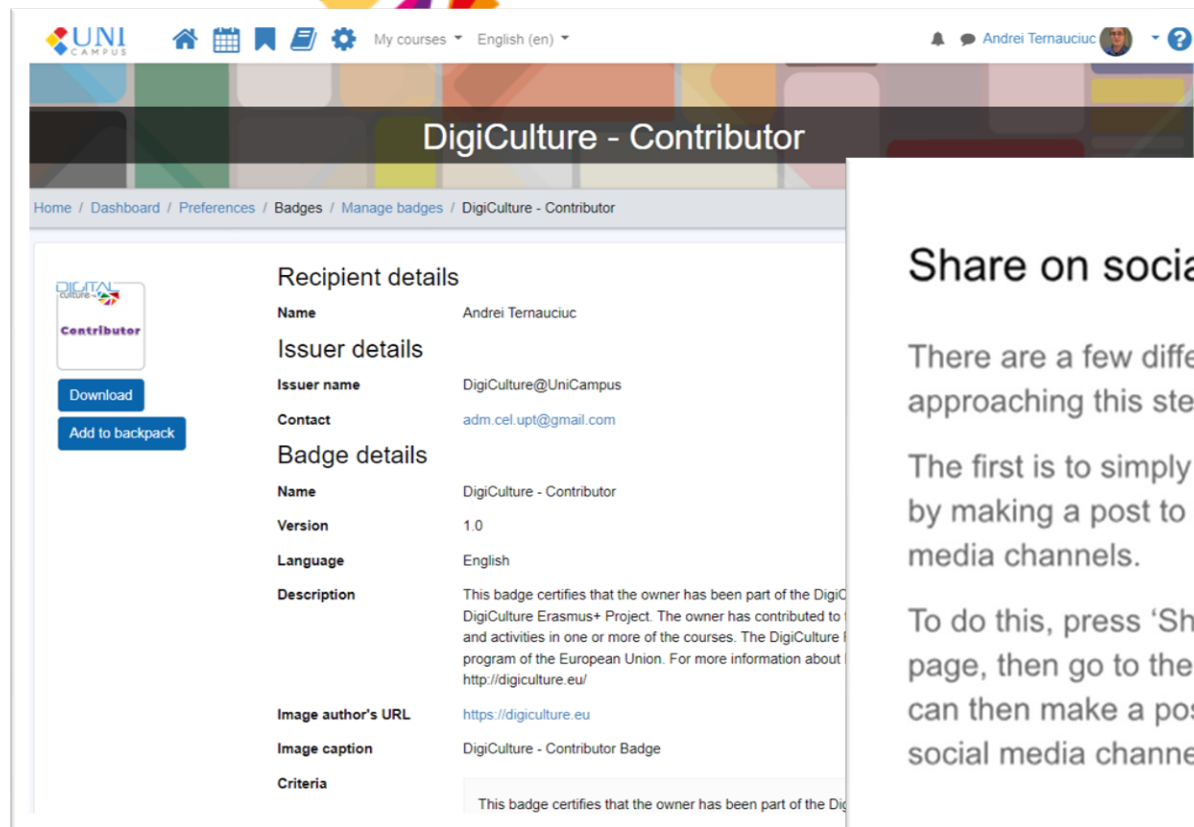
DigiCulture – Badges Implementation

A screenshot of the badgr website. The top navigation bar is blue with the badgr logo and links for Backpack, Pathways, and Issuers. Below the navigation, there's a breadcrumb trail: Issuers / DigiCulture / Virtual Reality & Augmented Real... The main content area features a badge for "Virtual Reality & Augmented Reality Course Certification". The badge is orange and white with the text "Augmented & Virtual Reality" and "BASIC LEVEL TRAINING". To the right of the badge, there's a description of the course, its creation date (May 23, 2020), and a "View public page" link. At the bottom, there are buttons for "Award Badge" and "Bulk Award from CSV".

A screenshot of the DigiCulture website showing the details for a badge titled "Data Protection and Open Licenses". The page header includes the DigiCulture logo and the text "IMPROVING THE DIGITAL COMPETENCES AND SOCIAL INCLUSION OF ADULTS IN CREATIVE INDUSTRIES". The main content area is divided into sections: Recipient details, Issuer details, Badge details, and Badge expiry. The Issuer details section shows the issuer name as "DigiCulture@Unicampus" and the contact as "adm.cel.spt@gmail.com". The Badge details section shows the name as "Data Protection and Open Licenses", version as "1.0", and language as "English". The Description section provides a detailed overview of the badge's purpose and requirements. The Badge expiry section shows the date issued as "Thursday, 6 May 2021, 1:45 PM". At the bottom, there are logos for Erasmus+ and Creative Commons, along with a disclaimer about the funding of the DigiCulture resources.

<https://digiCulture.eu/>






UNI CAMPUS My courses English (en) Andrei Ternauciu

DigiCulture - Contributor

Home / Dashboard / Preferences / Badges / Manage badges / DigiCulture - Contributor



Contributor

Download

Add to backpack


Recipient details	
Name	Andrei Ternauciu
Issuer details	
Issuer name	DigiCulture@UniCampus
Contact	adm.cel.upt@gmail.com
Badge details	
Name	DigiCulture - Contributor
Version	1.0
Language	English
Description	This badge certifies that the owner has been part of the DigiCulture Erasmus+ Project. The owner has contributed to and activities in one or more of the courses. The DigiCulture program of the European Union. For more information about http://digidculture.eu/
Image author's URL	https://digidculture.eu
Image caption	DigiCulture - Contributor Badge
Criteria	This badge certifies that the owner has been part of the Dig

Share on social media

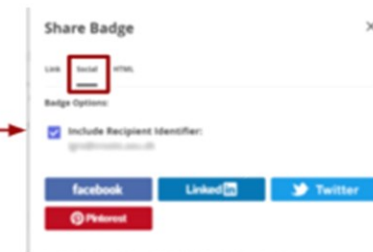
There are a few different ways of approaching this step.

The first is to simply share your badge by making a post to any of your social media channels.

To do this, press 'Share' on the badge page, then go to the 'Social' tab. You can then make a post on your preferred social media channel.



- Share
- Download
- Print Certificate
- Remove from Backpack
- View public page



Share Badge

Use social media

Badge Options

Include Recipient Identifier: @andrei.ternauciu

facebook LinkedIn Twitter Pinterest



After following their course on Mobile Apps and User Experience, I've earned a badge for Mobile UX from DigiCulture!

Plus Funerexperience #design #uxdesign



examination passed badge
@andrei.ternauciu • 1 min read

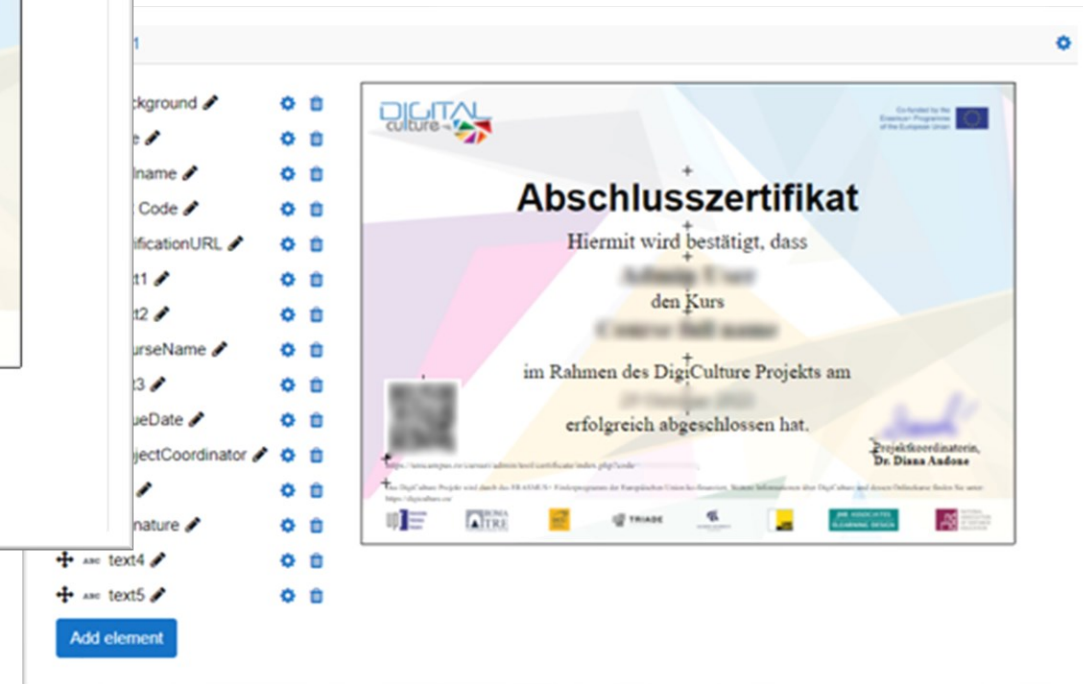
Like Comment

* https://docs.google.com/presentation/d/e/2PACX-1vRy2IPK2N6YTrNRzbu07Jr8BqiJ5QNZzv8dTdUTe-4SaSP5Jc93tsCgheRNiKKXQ61w7_XcABD8xFye

<https://digidculture.eu/>

DigiCulture – Course completion Certificates

- Course Certificate
- Certificate Manager
 - Part of Moodle Workplace



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din România

Ție ce ți-ar plăcea să înveți?

CAUTĂ CURSURI

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www.unicampus.ro



Cursuri DigiCulture

VEZI CURSURI



Open Education Week 2021

01 April
© 2021



VEZI CURS



Digital Skills 2019

01 July
© 2020



VEZI CURS

UniCampus – Course completion Certificate

Page 1

bg logo_uc title txt1 Fullname txt2 CourseName txt4 txt5 txt3 IssueDate SignDiana DA QRValidare URLValidare

Certificat de absolvire

Prin acesta se certifică faptul că
a finalizat cu succes cursul intitulat
Course full name
în data de

Cursul face parte din seria de seminarii interactive anuale
Competențe și Abilități Digitale pentru Cultură și Educație

Diana Andone, Director CeL

RESTRICTED Not available unless:

- The activity **Biografie Ekaterina Prasolova-Førland** is marked complete (hidden otherwise)
- The activity **Immersive learning in the context of COVID-19 - Prof.dr. Ekaterina Prasolova-Førland (Video)** is marked complete (hidden otherwise)
- The activity **Test** is complete and passed (hidden otherwise)
- The activity **Biografie Antonella Poce** is marked complete (hidden otherwise)
- The activity **Cross sectional skills development in VR Heritage Environments - Prof.dr. Antonella Poce (Video)** is marked complete (hidden otherwise)
- The activity **Test** is complete and passed (hidden otherwise)
- The activity **Biografie Radu VasIU & Silviu Vert** is marked complete (hidden otherwise)
- The activity **Muzeul digital interactiv al științei și tehnologiei informaționale - Prof.dr.ing. Radu VasIU & ȘI.dr.ing Silviu Vert (Video)** is marked complete (hidden otherwise)
- The activity **Test** is complete and passed (hidden otherwise)
- The activity **Biografie Vlad Mihăescu** is marked complete (hidden otherwise)
- The activity **Proiecte de competențe digitale ale Universității Politehnica Timișoara - ȘI.dr.ing. Vlad Mihăescu (Video)** is marked complete (hidden otherwise)
- The activity **Digital competences projects of Politehnica University of Timișoara (PDF)** is marked complete (hidden otherwise)
- The activity **Test** is complete and passed (hidden otherwise)
- The activity **Biografie Andrei Ternauciu** is marked complete (hidden otherwise)

www.unicampus.ro

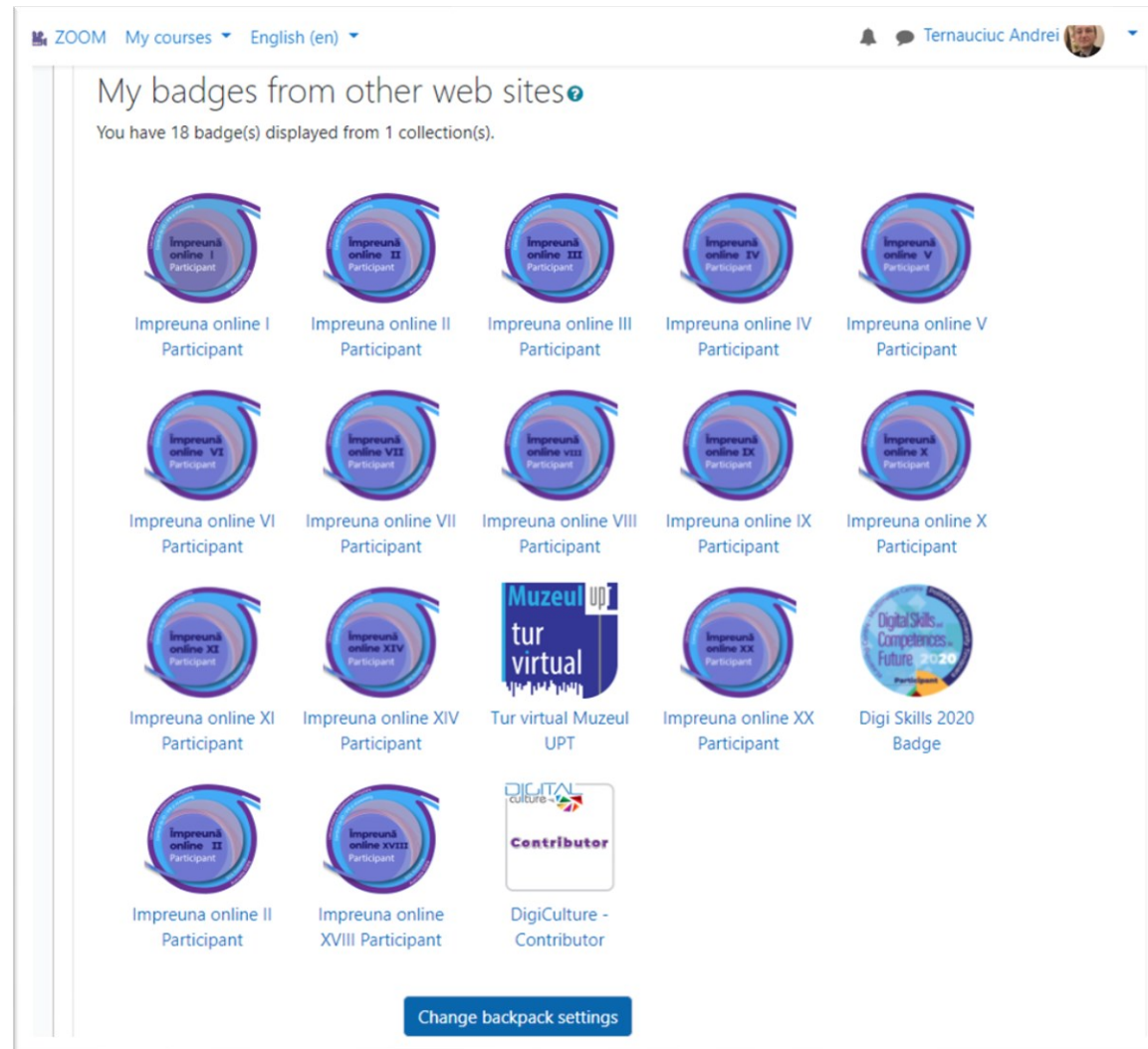
Virtual Campus of UPT – CVUPT – Badgr integration

The screenshot displays the user interface of the Virtual Campus of UPT (CVUPT). At the top, the navigation bar includes the 'Campus Virtual' logo, 'My Menu', 'ZOOM', 'My courses', and 'English (en)'. The user's name, 'Ternauciuc Andrei', is shown in the top right corner. Below the navigation bar, the user's profile is visible, including a circular profile picture and the name 'Ternauciuc Andrei' with a 'Message' button. The main content area is titled 'Backpack settings' and contains the following sections:

- My Menu:** Profile, My Blog, Calendar, My Files.
- Navigation:** Dashboard, My courses (with a list of course titles).
- Backpack settings:**
 - Backpack connection:** URL (https://badgr.io), Status (Connected), Email address (andrei.ternauciuc@upt.ro). A 'Disconnect' button is present.
 - Badge import settings:** Select collections from your backpack to display on this site: MyPublicBadges (18). A note states: 'Only public collections are shown. Visit your backpack to create more public collections.' 'Save changes' and 'Cancel' buttons are at the bottom.

<https://cv.upt.ro/>

Virtual Campus of UPT – CVUPT – Badgr integration



<https://cv.upt.ro/>

EBSI4RO Connecting Romania through Blockchain

Trusted diplomas have great potential.

Students' mobility in Europe is a broad market. EBSI and EuroPass are its enablers.



17 million
students (Bachelor, Master and PhD).



2,465
higher education institutions



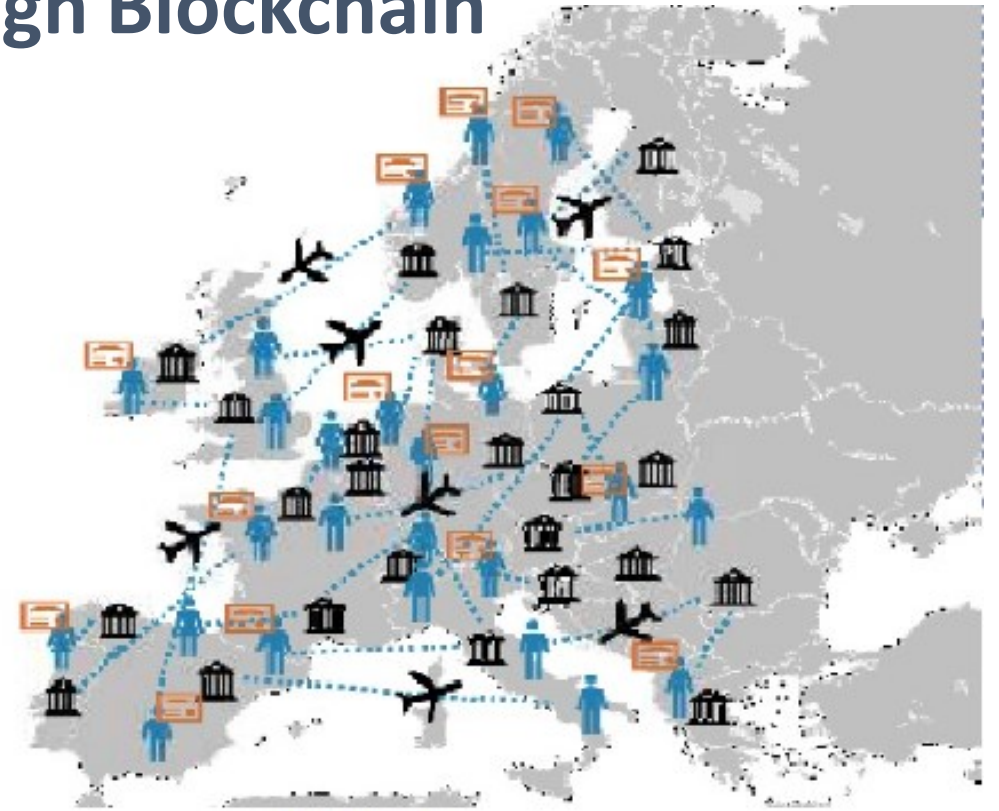
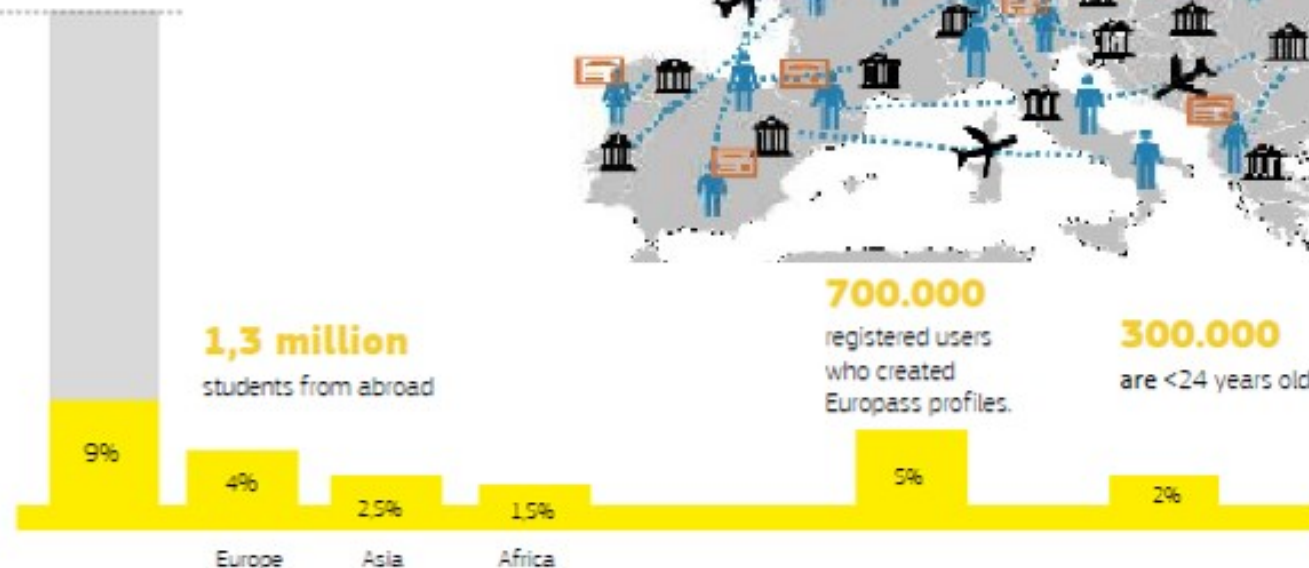
27
European countries



1.35 million
teachers



4.0 million
students graduated (diplomas)



From Early Adopters EBSI Programme Webinar - March 2021 -

<https://ec.europa.eu/cefdigital/wiki/display/CEFDIGITAL/EBSI+Early+Adopters+programme+kick-off+webinar>

EBSI4RO Connecting Romania through Blockchain

What is EBSI ?

EBSI is user centric, decentralised and reusable in multiple contexts and use cases. It is based on open standards to stimulate interoperability and the creation of cross-border public services

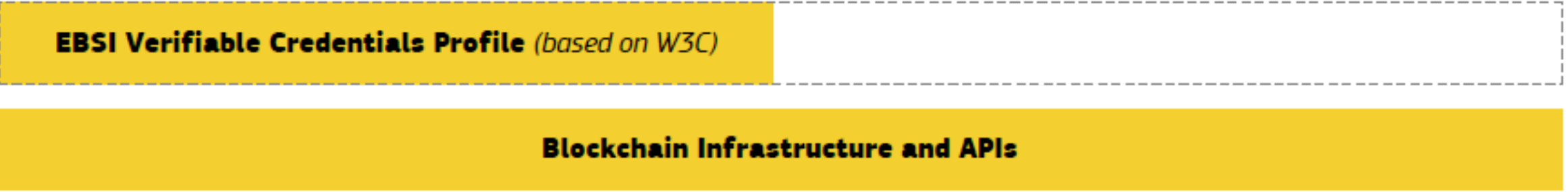
Actors



UCs





EBSI



EBSI4RO Connecting Romania through Blockchain

Governments, and society, need technology to verify the authenticity of information. Having this challenge in mind, DG CNECT and DIGIT are currently developing the EBSI, in close cooperation with the EBP, to accelerate the creation of cross-border services and **putting blockchain technology at the service of public administrations for the purpose of verification of information, making the services trustworthy.**

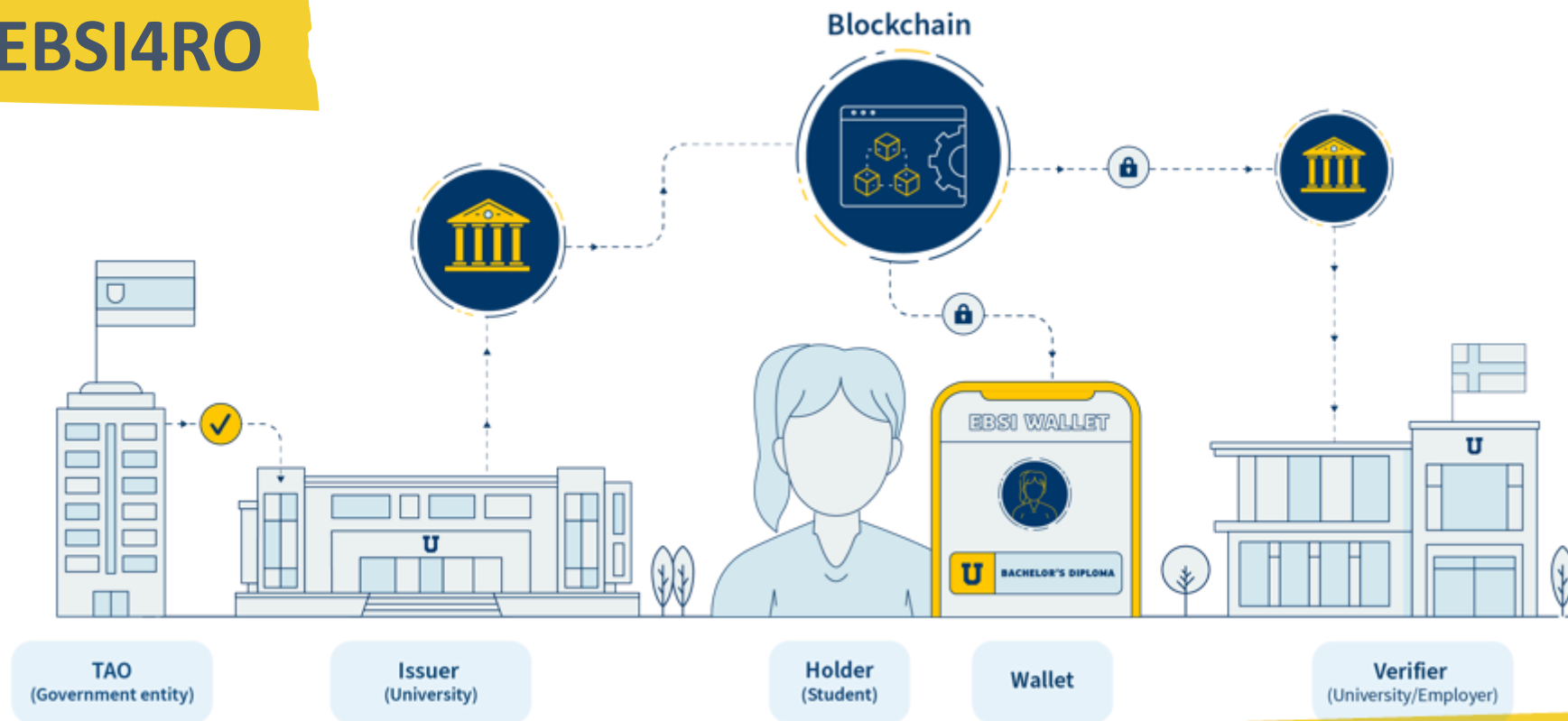
EBSI nodes

-  25 Live Nodes
-  11 Nodes in Setup phase



Verifiable Credentials on EBSI

EBSI4RO



Impossible to fake, easy to verify

Standards

- ✓ W3C VCs & DIDs
- ✓ OpenID Connect

- ✓ High level of certainty that the issuer is trusted alongside the time of issuance
- ✓ High level of certainty that the holder is the one that the Verifiable Credential was issued to
- ✓ The holder keeps data control and ownership

EBSI Early Adopters: Multi-University Pilot

2 European universities alliances, +18 universities from +15 countries

EBSI4RO participates in the EA Programme – July-December 2021



<https://ec.europa.eu/cefdigital/wiki/display/CEFDIGITAL/Early+Adopters+Programme>

EBSI4RO Connecting Romania through Blockchain

TAO Trusted Accreditation Organisation

The ministry

Reduce friction in interactions, increase trust (transparency) and security in shared data.



Build a new trust paradigm

Issuer

The university A

Position your university as a pioneer brand, reduce friction in interactions, increase trust (transparency) and security in shared data. At scale, decrease administrative costs.



Lead the change

Holder

The student

Take control of their own data in a secure way and easily move with their own credentials across Europe.



Enjoy mobility across borders

Verifier

The company / university B

Reduce mistakes and protect against fraud, effortlessly interact with government agencies as well as reduce friction and reduce verification costs.



Reduce costs

EBSI4RO Connecting Romania through Blockchain

Central scope: to create an extendable and sustainable ecosystem to facilitate and accelerate the awareness, knowledge and adoption of the Blockchain technologies and European Blockchain Services Infrastructure (EBSI) by the Romanian citizens, businesses, institutions and administration; proposals for Blockchain policies in education.

Partners:

1. Executive Unit for Financing Higher Education, Research, Development and Innovation (UEFISCDI)

- Dr.Cosmin Cioranu
- Elena Stefania Nicolaescu

2. Politehnica University of Timisoara (UPT)

- Prof.dr.ing.Radu VasIU
- Dr.Diana Andone
- Prof.dr.ing.Carmen Holotescu
- Drd.Victor Holotescu
- S.I.dr.Andrei Ternauciuc



April 2021 – March 2023

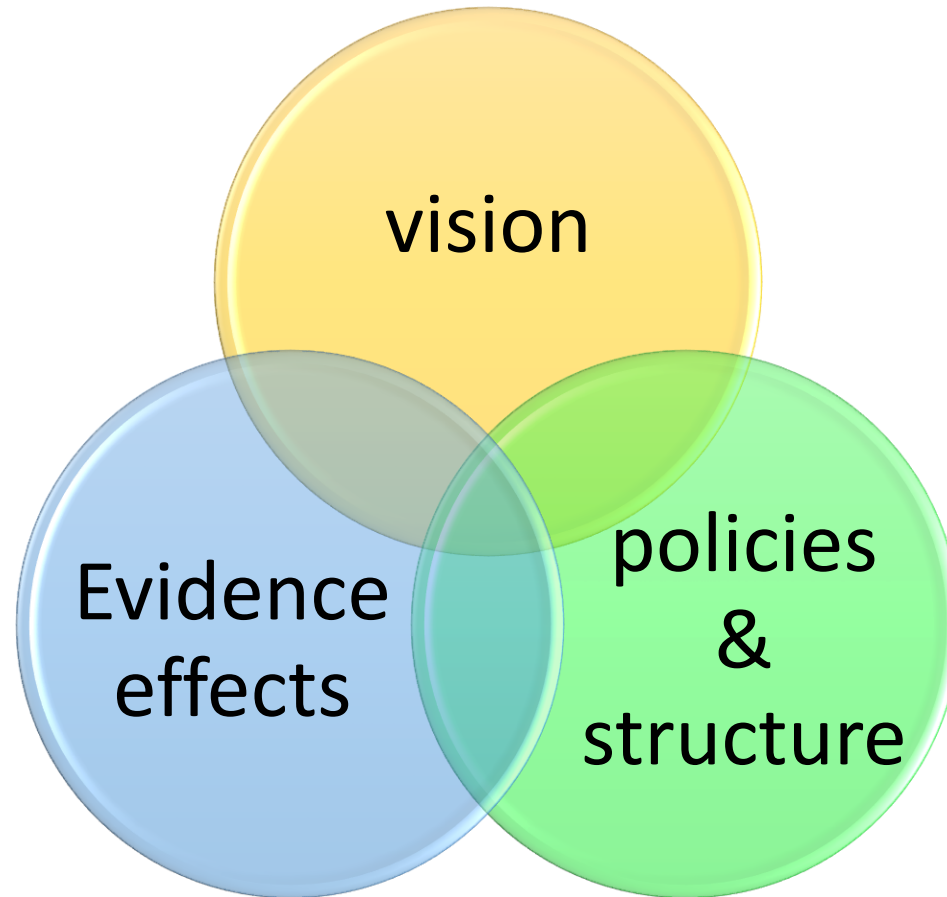
<https://ebsi4ro.ro>

<https://www.facebook.com/ebsi4ro>

<https://twitter.com/ebsi4ro>

Microcredentials – formal -& informal

Lessons learned



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