MEET OUR TEAMS

Faculty of Organization and Informatics
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Faculty of Organization and Informatics (FOI), with 3,000 students and 150 staff members, is a constitutional unit of the University of Zagreb (UNIZG). Active for more than 60 years, our mission is to be internationally recognized in the interdisciplinary field of informatics, organization and business, and renowned for excellence in student education, research synergy and its professional and teaching activities, educating students to remain competitive within the labour market so they can become the initiators of economic and social changes. The study programmes and courses are flexible enough to allow students to manage their careers in the fields of information systems design, software and web programming and development, business processes management, finance management, marketing, strategic planning, business decision making, public administration, the non-profit sector and civil society management, etc.

How does TEACH4EDU4 project fit into this mission?
FOI has been conducting research in the field of e-learning for the past 20 years and has established as one of the leading institutions in the field, in Croatia. Moreover, many of our projects deal with the topics related to technology enhanced learning allowing us to push forward research and practice in that emerging field. On the other hand, FOI has been educating in the field of computer science for decades. Teach4Edu4 project will enable FOI to further develop advanced e-learning methodologies and to apply findings in computer science courses, thus raising the quality of courses in cooperation with other colleagues from partner universities.

What is your role in the TEACH4EDU4 project?
Our institution is the coordinator of the project and HEI institution with long experience in blended course delivery. As project coordinator, we will coordinate the project activities starting with the development of Project Management Plan (including Risk Mitigation plan, Dissemination plan and Project impact framework). FOI will also have the role of the main technological partner providing e-learning infrastructure for course delivery under IO3 and main development of tools/dashboards and resources required for the completion of activities in the scope of IO2 and IO4. We are also responsible for leading the development of IO2: Learning design models and piloting at least one joint creative classroom developed within IO3.

What is the most exciting aspect of taking part in TEACH4EDU4?
Except the benefits of coordinating and working with a group of highly motivated experts from partner institutions and shaping the direction of projects tasks and outcomes, the real challenge for FOI team is twofold: first is to develop and implement learning design tailored for computer science courses that will be used for the design of courses in the project; and the second is to pilot blended joint creative classrooms with teachers from partner institutions and international students.

In your opinion, which of the competences expected by the Industry 4.0 do you find most important?
The transition to Industry 4.0, besides obvious IT and technical skills, requires students to develop social competence and personal skills. Within the two later group of skills I would say that an essential set of skills that students should acquire is related to self-initiated learning skills, analytical thinking, interdisciplinary cooperation and communication.
IT and specialist knowledge could be obtained throughout the formal curriculum, but the real challenge in Industry 4.0 is to further provoke that knowledge, to share it and optimize the balance of working efforts between people in order to reach the optimal product or performance. In those terms, I believe that the previously mentioned skills can really contribute and enable individual to make the best use of his/her knowledge within working environment to create an added value.

How can we can make students more engaged and motivated to develop these competences?
Teach4Edu4 project will propose learning design approach tailored to help teachers to highlight the set of activities that will help students to acquire,, within computer science courses, the identified skills important for Industry 4.0. Students need to become aware of the advantages and benefits of acquiring such set of competences throughout the courses. This can be achieved by using a corresponding learning design for a specific course and by integrating real-life cases and problem tasks that will challenge students to develop and boost those competences. Also, very important aspect are their international peers who will also be involved in solving real-life project tasks within such courses and will further contribute to development of communication skills and enable interdisciplinary cooperation.

May, 2021