

# DiCE Project

# NEWSLETTER



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## About DiCE

The DiCE Project aims at developing a scalable acceleration program to advance the design and implementation of Digital Community Engagement courses for higher education educators and programme directors. Bringing together five partners from Germany, Italy, Romania, Slovakia and Spain: Accreditation Council for Entrepreneurial and Engaged Universities (ACEEU), Universita Telematica Degli Studi (IUL), Helixconnect Europe, Technical University of Kosice (TUKE) and Universidad de Alcalá (UAH), the project will gather the latest knowledge to support the advancement of digital community engagement initiatives. The main results the project will produce are:

1. **Value Maps for Digital Community Engagement**
2. **Accelerator for Digital Community Engagement**
3. **Training and Best Practices**
4. **The DiCE Handbook**

The results of the project will dissect the complex challenge of digitalising community engagement for boosting student learning and social impact.



### DiCE Partners

On the 1st and 2nd of December 2022, the project consortium met in Kosice (Slovakia) to kick off the project. For the next three years, the consortium work together to develop collaboratively the diverse outputs of the project, under the coordination of the Technical University of Kosice.

## DIGITAL COMMUNITY ENGAGEMENT ACCELERATOR FOR STUDENT LEARNING AND SOCIO-ECONOMIC IMPACT

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# Welcome

## Message from the Project Coordinator

The COVID-19 pandemic taught us that we can digitalise numerous processes and services, creating many formerly unseen opportunities. Digitalisation is now ubiquitous and universities have not been left out. On the other hand, the third objective of universities is to support the development of society and its communities by serving as a bridge between the scientific community and society. So, by merging these two elements we can identify that there are many challenges for higher education institutions to address.

The engagement with societal stakeholders usually takes place onsite through various activities involving city and regional actors. So, how can we bring community engagement to the digital world to reach more individuals? The DiCE Project has a solution.

The DiCE Project, titled "Digital Community Engagement Accelerator for student learning and socio-economic impact" (2022-1-SK01-KA220-HED-000087668), promotes digitisation and the third mission of universities concurrently.

We will provide concrete practices to educators and course directors on how to create their digital community engagement courses while making an impact on the entire community and enhancing the student learning experience. Using the accelerator approach, typically used in start-ups, we will create an innovative accelerator program to help them develop their digital community engagement courses.

**"How can we bring community engagement to the digital world to reach more individuals? The DiCE Project has a solution."**

DiCE is also the acronym for Digital Community Engagement. DiCE refers to using digital methodologies and tools when engaging with society (external stakeholders). It encompasses initiatives such as community-based research, place-based engagement, online hackathons, Collaborative Online International Learning, crowdsourcing, citizen science projects, and digital service learning, among others.

The project began in November 2022 and will continue until October 2025. Its consortium is made up of five partners from five countries (learn about us in the Meet the Partners section). To keep you informed, we are excited to present a series of project newsletters that will keep you up to date on the latest project and partnership developments. We will also feature new insights into digital community engagement. Let's get started!

***Nina Hadidomova***  
***Technical University of Košice***

# MEET THE PARTNERS!

*In each issue of the newsletter, we introduce the partners of the DiCE project.*

Let's Meet:

**Technical University of Kosice  
(TUKE)**

The **Technical University of Košice (TUKE)** was founded in 1952 to meet the educational and research needs of Eastern Slovakia. The University aims to maintain a harmonious and interdependent relationship between its teaching, research, and community engagement services. As a public university, TUKE has strong ties with private and public institutions, enabling it to respond to their needs as well as the requirements of society in general.

Presently, TUKE offers educational and research activities across nine faculties: the Faculty of Electrical Engineering and Informatics; the Faculty of Mining, Ecology, Process Control and Geotechnology; the Faculty of Materials, Metallurgy and Recycling; the Faculty of Mechanical Engineering; the Faculty of Civil Engineering; the Faculty of Economics; the Faculty of Manufacturing Technologies; the Faculty of Arts; and the Faculty of Aeronautics.

The current number of students exceeds 16,000, with approximately 13,000 full-time students, including 8,500 Bachelor students, 4,000 Master students, and over 500 PhD students. Nearly 900 teachers, along with an equivalent number of research and administrative staff, work at the university. In recent years, there has been a significant increase in demand from foreign students, with students from forty countries attending the University.



TUKE is constantly striving to improve and acquire up-to-date knowledge by implementing projects that benefit its students, employees, and the wider community. It is actively pursuing the third mission of universities and avoiding the "ivory tower" label. Participating in the DiCE Project is, therefore, a wise decision for TUKE, as the project will help achieve the university's goal of serving as a bridge between academia and the community.

## WHAT HAVE WE CREATED SO FAR?

### Literature Review Report on Digital Community Engagement

As the main result of the first work package of the project, the report is an excellent brief introduction to Digital Community Engagement in higher education unpacking its trends, benefits and recommendations



This report summarises five literature reviews on Digital Community Engagement in higher education with a country focus on Germany, Italy, Romania, Slovakia, and Spain. Its aim is to provide an overview of DiCE by identifying the current trends, benefits, risks and key recommendations for its implementation. The findings set the basis for the development of the DiCE Project and are also useful for providing higher education stakeholders with an introduction to DiCE.

To advance DiCE, the report recommends facilitating digital competencies in pedagogical work, developing synergies with already existing programs, encouraging collaboration and partnership, generating data on digital engagement, creating support structures, visibilising university DiCE initiatives, and creating roadmaps for educators and program managers on how to implement courses with DiCE components.

The consolidation of Digital Community Engagement strategies can help universities to broaden their activities, implement experience learning, and enable them to connect with society. This is a complex challenge because it is not a matter of translating traditional community engagement practices into online environments, it implies defining the new forms of digital interactions and practices among students, institutions, and society.

[Download the Report](#)

# Country Reports on Digital Community Engagement

Germany, Italy, Romania, Slovakia, and Spain present a panorama of the developments and discussions on Digital Community Engagement.



The five country reports present specific perspectives on the state of Digital Community Engagement in Germany, Italy, Romania, Slovakia, and Spain. This report will support the higher education institutions belonging to the consortium in providing a panorama to their educators and programme managers. Additionally, they will serve as a reference point for benchmarking other contexts.

The country reports are structured in trends of community engagement, digital community engagement in each country, risks and benefits associated, and the recommendations to advance the topic. Each of the reports provides local examples and experiences that showcase how digital initiatives in community engagement are spread across diverse institutional units and courses. Additionally, the reports allow the reader to picture the variety of strategies that universities are using for dealing with the need of enhancing their ecosystem engagement in the teaching and learning mission.

[Consult the Reports](#)

## UPCOMING RESULTS

The DiCE Project is in its foundation stage, in which the research component is building the basis. For this phase, the partners are working on reviewing the literature, policies and diverse practices in their countries, as a strategy for setting up the scene. The main results that are ready to disseminate are:

1. Literature Review Report on Digital Community Engagement.
2. Five country reports on digital community engagement: Germany, Italy, Romania, Slovakia and Spain.

These results present a broad panorama of the trends, risks, practices, and recommendations in the field of digital community engagement in higher education and are a key insight to approach the topic from a global and a country perspective.

Additionally, the partners of the project will enhance these results with a validation survey and the development of the Value Maps. By the end of this first stage, the DiCE Project will be ready to start building the Digital Accelerator.