Full-Time Studies   **Semester 1, 2**
Academic Year 2025/2026
European Studies
for Supporting Polish Education and Research in Digital Transformation: Interdisciplinary Approach
(Grant Agreement 101172710 — ESPERIDTA — ERASMUS-JMO-2024-HEI-TCH-RSCH)

Module: Directional education

Form of Classes	Number of Hours		ECTS	Form of Assessment	Weight
	Full-Time Study	Part-Time Study			
lectures	30	–		Pass with grade	100
practical classes	90	–			
Total	120	–	4		
individual work	120	–			
Total	120	–			

Learning objectives

1	To deepen understanding of the integration of digital technologies in European education, culture, economics, environment, and communication.
2	To explore practical applications of digital tools in promoting sustainability, economic innovation, and cultural preservation in the European Union.
3	To critically analyze EU policies on digital transformation, including those related to education, media, and environmental monitoring.
4	To enhance participants' skills in utilizing digital platforms for research, collaboration, and advocacy in European contexts.
5	To foster ethical and social awareness of digital challenges, such as misinformation and the digital divide, and their impact on European societies.

Learning outcomes

KNOWLEDGE			
no	Results	Reference to directional results	Verification method
1	The role of digital technologies in shaping EU educational policies and bridging the digital divide.	–	Survey for their understanding of core topics
2	Key strategies for cultural preservation and heritage management using digital tools in Europe.	–	
3	The impact of digital innovation hubs and gig economy trends on the EU economy.	–	
4	The contribution of digital technologies to EU environmental policies and climate change monitoring.	–	
5	Challenges related to digital communication, including misinformation, fake news, and freedom of expression in Europe.	–	

SKILLS			
no	Results	Reference to directional results	Verification method
1	Apply digital tools and platforms to analyze EU policies and case studies on education, culture, and economics.	–	Survey for their ability to apply digital tools and skills
2	Design digital projects addressing sustainability, environmental challenges, and cultural heritage promotion.	–	
3	Evaluate and implement strategies for combating misinformation and promoting ethical digital communication.	–	
4	Develop innovative solutions using digital technologies for economic and environmental initiatives.	–	
5	Use digital media effectively to advocate for EU policies and engage with diverse audiences.	–	

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Full-Time Studies   **Semester 1, 2**

	SOCIAL COMPETENCE		
no	**Results**	**Reference to directional results**	**Verification method**
1	A critical understanding of the ethical implications of digital technologies in European contexts.	–	
2	Collaborative skills in interdisciplinary projects addressing digital transformation in the EU.	–	
3	Awareness of the importance of inclusivity and equity in digital access and policy-making.	–	Survey for their engagement and teamwork experiences
4	Engagement in discussions on the role of digital tools in fostering European identity and values.	–	
5	The ability to critically assess the societal impact of digital innovation and its challenges.	–	

Learning content

no	Description of the issue	Number of Hours	
		Exercises	
		Full-Time Study	**Part-Time Study**
1	**WINTER SCHOOL** **Module 1: European Studies through Digital Education Policies** **Mandatory Topics:** 1. Digital Competence Frameworks for Education in Europe 2. EU Strategies for Lifelong Learning and Digital Skills Development 3. The Role of E-Learning Platforms in European Education Policies **Sources:** • European Commission. (2020). *Digital Education Action Plan 2021-2027*. • Redecker, C., & Punie, Y. (2017). *European Framework for the Digital Competence of Educators (DigCompEdu)*. • Laurillard, D. (2012). *Teaching as a Design Science: Building Pedagogical Patterns for Learning and Technology*. **Self-study Topics:** 1. Analysis of Successful Digital Education Projects in EU Member States 2. Using the European Digital Education Action Plan **Sources:** • Hämäläinen, R., & De Wever, B. (2013). *Preparing for the Digitalized Era of Education*. • EU Open Data Portal. (2023). *Case Studies in Digital Education*. **Module 2: European Studies through Digital Cultural Studies** **Mandatory Topics:** 1. Digital Approaches to European Cultural Heritage Preservation 2. Virtual Museums and Digital Narratives in Cultural Studies 3. Role of Digital Media in Promoting European Cultural Identity **Sources:** • Europeana. (2023). *Cultural Heritage in the Digital Age*. Online Resource • Smith, L., & Akagawa, N. (2009). *Intangible Heritage*. Routledge. • Cameron, F., & Kenderdine, S. (2007). *Theorizing Digital Cultural Heritage*. **Self-study Topics:** 1. Exploring Digital Collections of European Art and Literature 2. Challenges in Digitizing Intangible Cultural Heritage **Sources:** • UNESCO. (2023). *Digital Transformation of Heritage Sites*. • Gilliland-Swetland, A. J. (2000). *Enduring Paradigm, New Opportunities: The Value of the Archival Perspective in the Digital Environment*. **Module 3: European Studies through Digital Economics** **Mandatory Topics:** 1. The Digital Single Market and Its Role in EU Economics	60	–

2. Impact of Digital Transformation on European Industries
3. E-Commerce Trends and Regulations in Europe
Sources:
- European Commission. (2015). *A Digital Single Market Strategy for Europe.*
- Brynjolfsson, E., & McAfee, A. (2014). *The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies.*
- OECD. (2022). *Digital Economy Outlook.*
Self-study Topics:
1. Case Studies on Digital Innovation in European SMEs
2. Exploring EU Programs Supporting Digital Startups
Sources:
- European Investment Fund. (2023). *Funding Digital Startups in the EU.*
- Kaplan, S., & Haenlein, M. (2010). *Users of the World, Unite! The Challenges and Opportunities of Social Media.*

Module 4: European Studies through Digital Environmental Policies
Mandatory Topics:
1. The Role of Digital Technologies in the EU Green Deal
2. Smart Cities and Sustainable Digital Development
3. Digital Innovations for Tackling Climate Change in Europe
Sources:
- European Commission. (2021). *The European Green Deal: Digital Tools for Sustainability.*
- GeSI. (2015). *SMARTer 2030: ICT Solutions for 21st Century Challenges.*
- UNEP. (2023). *Digital Technologies and the Climate Crisis.*
Self-study Topics:
1. Examining Case Studies of Green Digital Innovations in the EU
2. Developing Digital Strategies for Environmental Advocacy
Sources:
- Smith, A., & Stirling, A. (2010). *Sustainability Transitions and Innovation.*
- European Environmental Agency. (2023). *Green and Digital EU Initiatives.*

Module 5: European Studies through Digital Ethics and Citizenship
Mandatory Topics:
1. Digital Ethics: Privacy, Security, and Surveillance in Europe
2. Promoting Digital Citizenship Across the EU
3. Balancing Freedom of Speech and Responsibility in Digital Media
Sources:
- Floridi, L. (2014). *The Ethics of Information.* Oxford University Press.
- European Union Agency for Fundamental Rights. (2023). *Digital Rights and Ethics in the EU.*
- Dencik, L., & Hintz, A. (2017). *Digital Citizenship in a Datafied Society.*
Self-study Topics:
1. Exploring Cases of Digital Privacy Breaches in the EU
2. The Role of Social Media in Shaping Digital Citizenship
Sources:
- Zuboff, S. (2019). *The Age of Surveillance Capitalism.*
- Chadwick, A. (2013). *The Hybrid Media System: Politics and Power.*

SUMMER SCHOOL
Module 1: European Studies through Digital Education Policies
Mandatory Topics:
1. Emerging Technologies in Digital Education: AI and VR Applications
2. EU Educational Platforms: A Comparative Analysis of eTwinning and Erasmus+ Tools
3. Policies for Bridging the Digital Divide in European Education
Sources:
- European Commission. (2021). *Erasmus+ Programme Guide.*
- Luckin, R., et al. (2018). *Enhancing Learning and Teaching with Technology.* Routledge.
- Beetham, H., & Sharpe, R. (2013). *Rethinking Pedagogy for a Digital Age: Designing for 21st Century Learning.*

(Row: 2   60   –)

Self-study Topics:
1. Case Studies on Implementing AI in European Classrooms
2. Evaluating the Success of Digital Accessibility Initiatives in Education

Sources:
- Holmes, W., & Porayska-Pomsta, K. (2022). *Artificial Intelligence in Education*. Springer.
- European Schoolnet. (2023). *AI in Education: Policy and Practice.*

Module 2: European Studies through Digital Cultural Studies
Mandatory Topics:
1. Cross-Cultural Dialogue in the Digital Era
2. The Role of Social Media in Shaping Contemporary European Identities
3. Digital Storytelling as a Tool for Cultural Preservation

Sources:
- Jenkins, H. (2006). *Convergence Culture: Where Old and New Media Collide*. NYU Press.
- Castells, M. (2010). *The Power of Identity*. Wiley-Blackwell.
- Smithsonian Institution. (2023). *Digital Storytelling for Heritage Preservation.*

Self-study Topics:
1. Creating Digital Exhibits for European Cultural Heritage
2. Case Studies of Online Campaigns Promoting European Identities

Sources:
- ICOM. (2023). *Museums in the Digital Age.*
- Europeana. (2023). *Cultural Identity in a Digital World.*

Module 3: European Studies through Digital Economics
Mandatory Topics:
1. Digital Finance: Blockchain and Cryptocurrency in the EU
2. The EU's Approach to Regulating the Gig Economy
3. Digital Innovation Hubs and Their Role in European Economic Growth

Sources:
- European Commission. (2023). *Blockchain Strategy for Europe.*
- OECD. (2021). *The Gig Economy and the Future of Work.*
- Mazzucato, M. (2018). *The Entrepreneurial State: Debunking Public vs. Private Sector Myths.*

Self-study Topics:
1. Analyzing the Economic Impact of E-Commerce in the EU
2. Exploring European Digital Finance Startups

Sources:
- Tapscott, D., & Tapscott, A. (2016). *Blockchain Revolution.*
- European Investment Bank. (2023). *Digital Innovation Hubs in Europe.*

Module 4: European Studies through Digital Environmental Policies
Mandatory Topics:
1. Digital Technologies for Monitoring Climate Change in Europe
2. Renewable Energy Management Using Smart Digital Systems
3. EU Environmental Awareness Campaigns in the Digital Space

Sources:
- European Commission. (2020). *The Digital Green Transition.*
- UNEP. (2023). *Technology and Climate Action in Europe.*
- GeSI. (2021). *SMARTer2030: ICT for Sustainability in the Digital Age.*

Self-study Topics:
1. Exploring Open Data for Environmental Research in the EU
2. Case Studies on Smart Cities and Sustainable Digital Projects

Sources:
- European Environment Agency. (2023). *Digital Solutions for Climate Monitoring.*
- World Bank. (2023). *Smart Cities: The Future of Urban Development.*

Module 5: European Studies through Digital Media and Communication
Mandatory Topics:
1. Misinformation and Fake News: Challenges for Digital Communication in Europe
2. EU Policies on Freedom of Expression in the Digital Era

3. Social Media's Role in European Policy Advocacy **Sources:** • Wardle, C., & Derakhshan, H. (2017). *Information Disorder: Toward an Interdisciplinary Framework.* Council of Europe. • European Parliament. (2023). *Freedom of Expression in the Digital Age.* • Van Dijck, J. (2013). *The Culture of Connectivity: A Critical History of Social Media.* **Self-study Topics:** 1. Tools for Fact-Checking and Countering Disinformation in Europe 2. Exploring Case Studies of Digital Campaigns in EU Politics **Sources:** • Silverman, C. (2015). *Verification Handbook: A Definitive Guide to Verifying Digital Content for Emergency Coverage.* • European Media Observatory. (2023). *Monitoring Misinformation in the EU.*			
Total		**120**	**0**

Teaching methods
Giving methods: explaining or clarifying
Activating methods: didactic games, didactic discussion
Practical methods: exercises/subject tasks, exercises/creative (writing) tasks, analysis of texts you have created, analysis of other people's texts
Forms of work: individual, in small groups

Passing conditions

Method of passing	Weight (%) Exercises
Written test(s) – open questions or tasks	40
Completion of tasks/exercises/projects during classes	40
Written work prepared outside of class	20
Together	**100%**

Settlement of the student's individual work

no	Individual Work Activities	Estimated Number of Hours	
		Full-Time Study	**Part-Time Study**
1	Preparation to participate in classes (e.g., preliminary reading, preparation or collection of materials, aids, preparation of a paper or presentation for classes, etc.)	5	–
2	Mandatory reading	5	–
3	Preparation of written work outside of class	15	–
4	Mandatory reading of other materials or content (e.g., audio, video, tools, aids, software, hardware, legal acts, documentation, workplace conditions, etc.)	5	–
5	Preparation for the colloquium	15	–
	Total	**45**	**–**

Mandatory sources

1	Beetham, H., & Sharpe, R. (2013). *Rethinking Pedagogy for a Digital Age: Designing for 21st Century Learning.*
2	Brynjolfsson, E., & McAfee, A. (2014). *The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies.*
3	Cameron, F., & Kenderdine, S. (2007). *Theorizing Digital Cultural Heritage.*
4	Castells, M. (2010). *The Power of Identity.* Wiley-Blackwell.
5	Dencik, L., & Hintz, A. (2017). *Digital Citizenship in a Datafied Society.*
6	European Commission. (2015). *A Digital Single Market Strategy for Europe.*
7	European Commission. (2020). *Digital Education Action Plan 2021-2027.*
8	European Commission. (2020). *The Digital Green Transition.*

9	European Commission. (2021). *Erasmus+ Programme Guide.*
10	European Commission. (2021). *The European Green Deal: Digital Tools for Sustainability.*
11	European Commission. (2023). *Blockchain Strategy for Europe.*
12	European Commission. (2023). *Cultural Heritage in the Digital Age.* Online Resource.
13	European Commission. (2023). *Freedom of Expression in the Digital Age.*
14	European Environment Agency. (2023). *Digital Solutions for Climate Monitoring.*
15	European Parliament. (2023). *Freedom of Expression in the Digital Age.*
16	European Union Agency for Fundamental Rights. (2023). *Digital Rights and Ethics in the EU.*
17	Europeana. (2023). *Cultural Heritage in the Digital Age.* Online Resource.
18	Floridi, L. (2014). *The Ethics of Information.* Oxford University Press.
19	GeSI. (2015). *SMARTer 2030: ICT Solutions for 21st Century Challenges.*
20	GeSI. (2021). *SMARTer2030: ICT for Sustainability in the Digital Age.*
21	Jenkins, H. (2006). *Convergence Culture: Where Old and New Media Collide.* NYU Press.
22	Laurillard, D. (2012). *Teaching as a Design Science: Building Pedagogical Patterns for Learning and Technology.*
23	Luckin, R., et al. (2018). *Enhancing Learning and Teaching with Technology.* Routledge.
24	Mazzucato, M. (2018). *The Entrepreneurial State: Debunking Public vs. Private Sector Myths.*
25	OECD. (2021). *The Gig Economy and the Future of Work.*
26	OECD. (2022). *Digital Economy Outlook.*
27	Redecker, C., & Punie, Y. (2017). *European Framework for the Digital Competence of Educators (DigCompEdu).*
28	UNEP. (2023). *Digital Technologies and the Climate Crisis.*
29	UNEP. (2023). *Technology and Climate Action in Europe.*
30	Van Dijck, J. (2013). *The Culture of Connectivity: A Critical History of Social Media.*
31	Wardle, C., & Derakhshan, H. (2017). *Information Disorder: Toward an Interdisciplinary Framework.* Council of Europe.

Supplementary sources

1	Chadwick, A. (2013). *The Hybrid Media System: Politics and Power.*
2	European Environment Agency. (2023). *Green and Digital EU Initiatives.*
3	European Investment Bank. (2023). *Digital Innovation Hubs in Europe.*
4	European Investment Fund. (2023). *Funding Digital Startups in the EU.*
5	European Media Observatory. (2023). *Monitoring Misinformation in the EU.*
6	European Schoolnet. (2023). *AI in Education: Policy and Practice.*
7	EU Open Data Portal. (2023). *Case Studies in Digital Education.*
8	Gilliland-Swetland, A. J. (2000). *Enduring Paradigm, New Opportunities: The Value of the Archival Perspective in the Digital Environment.*
9	Hämäläinen, R., & De Wever, B. (2013). *Preparing for the Digitalized Era of Education.*
10	Holmes, W., & Porayska-Pomsta, K. (2022). *Artificial Intelligence in Education.* Springer.
11	ICOM. (2023). *Museums in the Digital Age.*
12	Kaplan, S., & Haenlein, M. (2010). *Users of the World, Unite! The Challenges and Opportunities of Social Media.*
13	Smith, A., & Stirling, A. (2010). *Sustainability Transitions and Innovation.*
14	Smith, L., & Akagawa, N. (2009). *Intangible Heritage.* Routledge.
15	Silverman, C. (2015). *Verification Handbook: A Definitive Guide to Verifying Digital Content for Emergency Coverage.*
16	Smithsonian Institution. (2023). *Digital Storytelling for Heritage Preservation.*
17	Tapscott, D., & Tapscott, A. (2016). *Blockchain Revolution.*
18	UNESCO. (2023). *Digital Transformation of Heritage Sites.*
19	UNESCO. (2023). *World Heritage and Digital Access.*
20	World Bank. (2023). *Smart Cities: The Future of Urban Development.*

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