

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	40	–	4	Pass with grade	100
practical classes	80	–			
Total	120	–			
individual work	120	–			
Total	120	–			

Learning objectives

1	To develop advanced understanding of the ethical, legal, and societal implications of digital transformation in European contexts.
2	To critically analyze and apply EU policies on digital entrepreneurship, democracy, security, and sustainability.
3	To enhance practical skills in using digital tools for entrepreneurship, civic engagement, and tourism promotion.
4	To foster interdisciplinary thinking and problem-solving in addressing digital challenges related to human rights, governance, and regional development.
5	To promote social awareness of digital equity, privacy, and the ethical use of emerging technologies in European societies.

Learning outcomes
KNOWLEDGE

no	Results	Reference to directional results	Verification method
1	Key EU policies on digital ethics, AI governance, and human rights.	–	Survey for their understanding of core topics
2	Strategies for fostering digital entrepreneurship and innovation in the EU.	–	
3	The role of digital tools in strengthening democracy, civic engagement, and voter participation in Europe.	–	
4	EU approaches to cybersecurity, data protection, and privacy norms, including GDPR.	–	
5	Sustainable practices in digital tourism and regional development initiatives.	–	

SKILLS

no	Results	Reference to directional results	Verification method
1	Design and implement digital projects that promote entrepreneurship and regional development in Europe.	–	Survey for their ability to apply digital tools and skills
2	Critically evaluate EU digital policies and their impact on society, business, and governance.	–	
3	Utilize digital tools and platforms to advocate for civic engagement and democratic processes.	–	
	Apply advanced strategies to address cybersecurity challenges and ensure data protection compliance.	–	
	Create sustainable digital campaigns for tourism promotion and cultural preservation.	–	

SOCIAL COMPETENCE


Full-Time Studies

Semester 1, 2

no	Results	Reference to directional results	Verification method
1	Ethical awareness and responsibility in the use of digital technologies and AI.	–	Survey for their engagement and teamwork experiences
2	Collaborative skills for interdisciplinary problem-solving in digital projects.	–	
3	Engagement in discussions on the societal and cultural impacts of digital transformation in Europe.	–	
4	Awareness of diversity, inclusion, and equity in the digital age.	–	
5	Advocacy for sustainable and ethical digital practices in local and global contexts.	–	

Learning content

no	Description of the issue	Number of Hours	
		Exercises	
		Full-Time Study	Part-Time Study
1	<p>WINTER SCHOOL Module 1: European Studies through Digital Human Rights Mandatory Topics: 1. The Role of Digital Technologies in Advancing Human Rights in Europe 2. EU Policies on Digital Accessibility and Inclusion 3. Addressing Digital Inequality in the European Context Sources: <ul style="list-style-type: none"> Council of Europe. (2020). <i>Human Rights in the Digital Age</i>. European Union Agency for Fundamental Rights (FRA). (2023). <i>Equality and Non-Discrimination in the EU: Digital Challenges</i>. Floridi, L. (2014). <i>The Ethics of Information</i>. Self-study Topics: 1. Case Studies of Digital Inclusion Initiatives in EU Member States 2. Using Technology to Advocate for Human Rights Sources: <ul style="list-style-type: none"> UN Human Rights Council. (2023). <i>The Role of Digital Tools in Promoting Human Rights</i>. European Commission. (2022). <i>Digital Accessibility Toolkit</i>. </p> <hr/> <p>Module 2: European Studies through Digital Innovation and Technology Mandatory Topics: 1. AI and Robotics: Challenges and Opportunities in Europe 2. The Role of Digital Innovation in Strengthening the EU Economy 3. EU Support for Research and Development in Emerging Technologies Sources: <ul style="list-style-type: none"> Brynjolfsson, E., & McAfee, A. (2017). <i>Machine, Platform, Crowd: Harnessing Our Digital Future</i>. European Innovation Council. (2023). <i>Supporting Digital Innovation in Europe</i>. OECD. (2022). <i>Artificial Intelligence in Society</i>. Self-study Topics: 1. Exploring EU-Funded AI Research Projects 2. Ethical Implications of AI and Robotics in European Policy Sources: <ul style="list-style-type: none"> Floridi, L., & Sanders, J. (2018). <i>AI Ethics and European Policy</i>. European Commission. (2023). <i>Horizon Europe: Research and Innovation Programmes</i>. </p> <hr/> <p>Module 3: European Studies through Digital Global Relations Mandatory Topics: 1. EU's Digital Diplomacy: Policies and Strategies 2. The Role of Digital Tools in Shaping EU's Foreign Policy 3. Cybersecurity and Data Protection in EU-Global Relations</p>	60	–



	<p>Sources:</p> <ul style="list-style-type: none"> Nye, J. S. (2004). <i>Soft Power: The Means to Success in World Politics</i>. European External Action Service (EEAS). (2023). <i>Digital Diplomacy in Action</i>. European Union Agency for Cybersecurity (ENISA). (2023). <i>Cybersecurity in the EU</i>. <p>Self-study Topics:</p> <ol style="list-style-type: none"> Case Studies of EU Digital Partnerships with Non-EU Countries The Impact of Digital Policies on EU's Global Leadership <p>Sources:</p> <ul style="list-style-type: none"> Schmitt, M. N. (2013). <i>Tallinn Manual on the International Law Applicable to Cyber Warfare</i>. European Parliament. (2023). <i>EU Digital Foreign Policy: Challenges and Prospects</i>. 		
	<p>Module 4: European Studies through Digital Health</p> <p>Mandatory Topics:</p> <ol style="list-style-type: none"> The Role of Digital Technologies in Modernizing Healthcare in Europe EU Policies on Digital Health Records and Patient Data Protection Telemedicine and Cross-Border Healthcare in the EU <p>Sources:</p> <ul style="list-style-type: none"> European Commission. (2023). <i>EU Health Policy: Digital Transformation in Healthcare</i>. Topol, E. (2015). <i>The Patient Will See You Now: The Future of Medicine is in Your Hands</i>. European Observatory on Health Systems and Policies. (2023). <i>Digital Health in Europe</i>. <p>Self-study Topics:</p> <ol style="list-style-type: none"> Exploring Telemedicine Initiatives in EU Member States Ethical Issues in Digital Healthcare Technologies <p>Sources:</p> <ul style="list-style-type: none"> WHO. (2023). <i>Digital Health in Europe: Trends and Challenges</i>. European Health Data Space. (2023). <i>Transforming Healthcare through Digital Innovation</i>. 		
	<p>Module 5: European Studies through Digital Sustainability</p> <p>Mandatory Topics:</p> <ol style="list-style-type: none"> Green IT and Digital Sustainability in the EU Digital Solutions for Addressing Climate Change in Europe EU's Circular Economy Action Plan and the Role of Technology <p>Sources:</p> <ul style="list-style-type: none"> European Commission. (2023). <i>Green Digital Transformation: Achieving EU Sustainability Goals</i>. GeSI. (2015). <i>SMARTer 2030: ICT Solutions for Sustainability</i>. UNEP. (2022). <i>Digital Transformation and Environmental Impact</i>. <p>Self-study Topics:</p> <ol style="list-style-type: none"> Case Studies on Green IT Projects in Europe The Role of Digital Platforms in Promoting Sustainability Awareness <p>Sources:</p> <ul style="list-style-type: none"> European Environment Agency. (2023). <i>Digital Innovation for Sustainability</i>. European Circular Economy Stakeholder Platform. (2023). <i>Technology and the Circular Economy</i>. 		
2	<p>SUMMER SCHOOL</p> <p>Module 1: European Studies through Digital Ethics and AI Governance</p> <p>Mandatory Topics:</p> <ol style="list-style-type: none"> Ethical Challenges of AI Implementation in the EU EU Policies on Responsible AI Development and Use Balancing Innovation and Ethics: The Future of AI Governance in Europe <p>Sources:</p> <ul style="list-style-type: none"> European Commission. (2023). <i>Ethics Guidelines for Trustworthy AI</i>. Floridi, L. (2019). <i>The Logic of Information: A Theory of Philosophy as Conceptual Design</i>. Mittelstadt, B. D., & Floridi, L. (2016). <i>The Ethics of Big Data: Current and Foreseeable Issues in Biomedical Contexts</i>. <p>Self-study Topics:</p> <ol style="list-style-type: none"> Case Studies of AI Governance Initiatives in EU Member States Comparing EU AI Ethics Guidelines with Global Frameworks <p>Sources:</p>	60	-



- OECD. (2022). *AI Principles and Practice*.
- European AI Alliance. (2023). *Towards Responsible AI in Europe*.

Module 2: European Studies through Digital Entrepreneurship

Mandatory Topics:

1. Digital Startups: Opportunities and Challenges in the EU
2. EU Support Mechanisms for Digital Entrepreneurs
3. The Role of Digital Platforms in Scaling European Businesses

Sources:

- European Commission. (2023). *Startup Europe Initiative*.
- Ries, E. (2011). *The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses*.
- Christensen, C. M. (1997). *The Innovator's Dilemma: When New Technologies Cause Great Firms to Fail*.

Self-study Topics:

1. Success Stories of Digital Entrepreneurs in Europe
2. Exploring EU Programs Supporting Digital Entrepreneurship

Sources:

- European Investment Fund. (2023). *Digital SME Financing in Europe*.
- Osterwalder, A., & Pigneur, Y. (2010). *Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers*.

Module 3: European Studies through Digital Democracy and Civic Engagement

Mandatory Topics:

1. E-Participation Tools for Enhancing EU Civic Engagement
2. The Impact of Social Media on European Democratic Processes
3. Challenges and Opportunities for E-Voting in the EU

Sources:

- Norris, P. (2001). *Digital Divide: Civic Engagement, Information Poverty, and the Internet Worldwide*.
- European Parliament. (2023). *Digital Democracy: Policies and Prospects*.
- Chadwick, A. (2013). *The Hybrid Media System: Politics and Power*.

Self-study Topics:

1. Case Studies on E-Participation in EU Member States
2. Evaluating the Role of Digital Tools in EU Election Campaigns

Sources:

- European Union Democracy Observatory (EUDO). (2023). *Digital Democracy Tools in Europe*.
- Kreiss, D. (2016). *Prototype Politics: Technology-Intensive Campaigning and the Data of Democracy*.

Module 4: European Studies through Digital Security and Data Protection

Mandatory Topics:

1. Cybersecurity Strategies in the EU
2. The Role of GDPR in Shaping Digital Privacy Norms
3. Cyber Threats and EU Responses: Policies and Practices

Sources:

- European Union Agency for Cybersecurity (ENISA). (2023). *Cybersecurity in Europe: A Comprehensive Guide*.
- Kuner, C. (2020). *GDPR: General Data Protection Regulation*.
- Schneier, B. (2015). *Data and Goliath: The Hidden Battles to Collect Your Data and Control Your World*.

Self-study Topics:

1. Analyzing Major Cybersecurity Incidents in Europe
2. Comparing Data Protection Policies Across EU Member States

Sources:

- European Commission. (2023). *The EU Cybersecurity Act: Implications and Applications*.
- Solove, D. J. (2011). *Nothing to Hide: The False Tradeoff Between Privacy and Security*.



Full-Time Studies
Semester 1, 2

Module 5: European Studies through Digital Tourism and Regional Development Mandatory Topics: <ol style="list-style-type: none"> Promoting EU Tourism Through Digital Platforms The Role of Technology in Enhancing Regional Development and Connectivity Sustainable Digital Tourism Practices in the EU Sources: <ul style="list-style-type: none"> European Travel Commission. (2023). <i>Digital Transformation in EU Tourism</i>. Buhalis, D. (2003). <i>eTourism: Information Technology for Strategic Tourism Management</i>. UNWTO. (2023). <i>Tourism in the Digital Age: Trends and Innovations</i>. Self-study Topics: <ol style="list-style-type: none"> Case Studies on Digital Tourism Initiatives in EU Regions Exploring the Role of Digital Media in Promoting European Destinations Sources: <ul style="list-style-type: none"> European Commission. (2023). <i>Smart Destinations: Digital Solutions for Tourism</i>. World Economic Forum. (2023). <i>The Travel & Tourism Competitiveness Report</i>. 		
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	Brynjolfsson, E., & McAfee, A. (2017). <i>Machine, Platform, Crowd: Harnessing Our Digital Future</i> .
2	Buhalis, D. (2003). <i>eTourism: Information Technology for Strategic Tourism Management</i> .
3	Chadwick, A. (2013). <i>The Hybrid Media System: Politics and Power</i> .
4	Christensen, C. M. (1997). <i>The Innovator's Dilemma: When New Technologies Cause Great Firms to Fail</i> .
5	Council of Europe. (2020). <i>Human Rights in the Digital Age</i> .
6	European Commission. (2022). <i>Digital Accessibility Toolkit</i> .
7	European Commission. (2023). <i>Ethics Guidelines for Trustworthy AI</i> .
8	European Commission. (2023). <i>EU Cybersecurity Act: Implications and Applications</i> .



Full-Time Studies
Semester 1, 2

9	European Commission. (2023). <i>EU Health Policy: Digital Transformation in Healthcare</i> .
10	European Commission. (2023). <i>Green Digital Transformation: Achieving EU Sustainability Goals</i> .
11	European Commission. (2023). <i>Horizon Europe: Research and Innovation Programmes</i> .
12	European Commission. (2023). <i>Smart Destinations: Digital Solutions for Tourism</i> .
13	European External Action Service (EEAS). (2023). <i>Digital Diplomacy in Action</i> .
14	European Innovation Council. (2023). <i>Supporting Digital Innovation in Europe</i> .
15	European Observatory on Health Systems and Policies. (2023). <i>Digital Health in Europe</i> .
16	European Parliament. (2023). <i>Digital Democracy: Policies and Prospects</i> .
17	European Travel Commission. (2023). <i>Digital Transformation in EU Tourism</i> .
18	European Union Agency for Cybersecurity (ENISA). (2023). <i>Cybersecurity in the EU</i> .
19	European Union Agency for Fundamental Rights (FRA). (2023). <i>Equality and Non-Discrimination in the EU: Digital Challenges</i> .
20	Floridi, L. (2014). <i>The Ethics of Information</i> .
21	Floridi, L. (2019). <i>The Logic of Information: A Theory of Philosophy as Conceptual Design</i> .
22	GeSI. (2015). <i>SMARTer 2030: ICT Solutions for Sustainability</i> .
23	Kuner, C. (2020). <i>GDPR: General Data Protection Regulation</i> .
24	Mittelstadt, B. D., & Floridi, L. (2016). <i>The Ethics of Big Data: Current and Foreseeable Issues in Biomedical Contexts</i> .
25	Norris, P. (2001). <i>Digital Divide: Civic Engagement, Information Poverty, and the Internet Worldwide</i> .
26	Nye, J. S. (2004). <i>Soft Power: The Means to Success in World Politics</i> .
27	OECD. (2022). <i>Artificial Intelligence in Society</i> .
28	Schneier, B. (2015). <i>Data and Goliath: The Hidden Battles to Collect Your Data and Control Your World</i> .
29	Topol, E. (2015). <i>The Patient Will See You Now: The Future of Medicine is in Your Hands</i> .
30	UNWTO. (2023). <i>Tourism in the Digital Age: Trends and Innovations</i> .
31	UNEP. (2022). <i>Digital Transformation and Environmental Impact</i> .

Supplementary sources

1	European AI Alliance. (2023). <i>Towards Responsible AI in Europe</i> .
2	European Circular Economy Stakeholder Platform. (2023). <i>Technology and the Circular Economy</i> .
3	European Environment Agency. (2023). <i>Digital Innovation for Sustainability</i> .
4	European Health Data Space. (2023). <i>Transforming Healthcare through Digital Innovation</i> .
5	European Investment Fund. (2023). <i>Digital SME Financing in Europe</i> .
6	European Parliament. (2023). <i>EU Digital Foreign Policy: Challenges and Prospects</i> .
7	European Union Democracy Observatory (EUDO). (2023). <i>Digital Democracy Tools in Europe</i> .
8	Floridi, L., & Sanders, J. (2018). <i>AI Ethics and European Policy</i> .
9	Kreiss, D. (2016). <i>Prototype Politics: Technology-Intensive Campaigning and the Data of Democracy</i> .
10	Osterwalder, A., & Pigneur, Y. (2010). <i>Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers</i> .
11	Ries, E. (2011). <i>The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses</i> .
12	Schmitt, M. N. (2013). <i>Tallinn Manual on the International Law Applicable to Cyber Warfare</i> .
13	Solove, D. J. (2011). <i>Nothing to Hide: The False Tradeoff Between Privacy and Security</i> .
14	UN Human Rights Council. (2023). <i>The Role of Digital Tools in Promoting Human Rights</i> .
15	WHO. (2023). <i>Digital Health in Europe: Trends and Challenges</i> .
16	World Economic Forum. (2023). <i>The Travel & Tourism Competitiveness Report</i> .

