



Blended Intensive Program Sustainability and Digital Literacy

Sustainability and Digital Literacy Module:

CLASS HOURS

Consult program schedule

COURSE DESCRIPTION

In today's interconnected and rapidly evolving world, sustainability and digital literacy are essential competencies for driving meaningful change across industries and societies. This module provides a multidisciplinary approach to sustainable development, equipping participants with the skills to integrate environmental, social, and economic sustainability principles into business, technology, and policy-making.

Students will explore key topics such as environmental social governance (ESG), circular economy strategies, carbon accounting, sustainable innovation, and ethical leadership. Through the use of digital tools and platforms, they will develop critical thinking, adaptability, and problem-solving skills while fostering collaboration in diverse international and virtual settings. The course also emphasizes cultural awareness, global citizenship, and teamwork to address complex global challenges effectively.

The module consists of online theoretical instruction combined with hands-on experiences, including expert-led excursions and field visits. The on-site component will take place at Çağ University in Turkey, allowing students to engage directly with sustainability professionals and industry leaders.

Upon successful completion of the course, participants will earn two digital badges: **Digital Literacy** and **Sustainability**, recognizing their ability to leverage digital tools for collaboration and problem-solving, as well as their commitment to sustainable development.

This module is designed for different levels of studies including Bachelor's, Master's and Phd students from diverse academic backgrounds, who seek to become leaders in sustainable innovation and digital transformation.

LEARNING OBJECTIVES

Sustainability Badge Learning Outcomes

On Completion of the Digital Badge, recipients will be able to:

- Use analytical, forward thinking and critical thinking to analyse and evaluate information by assessing complex problems and developing innovative solutions, utilising local and global perspectives.
- Engage, use and develop critical thinking and analytical skills on the importance of sustainability in global development by exploring the United Nations 2030 Agenda and the Sustainable Development Goals
- Engage on team work activities that promote equality, diversity and inclusion that will demonstrate students understanding of the interconnectedness of sustainability, equality, diversity and inclusion within a multicultural learning environment.

Digital Literacy Badge Learning Outcomes

On Completion of the Digital Badge, recipients will be able to:

- Use, develop and apply digital skills, meta and digital literacy by mastering the use of digital tools and platforms, enabling effective communication, collaboration, and problem-solving in a global, digital society.
- Cooperate, initiate, and promote teamwork in virtual international settings and collaborations by developing the ability to work effectively in diverse teams, fostering a cooperative approach to achieving common goals, and leveraging international partnerships.
- Create and innovate through the development of 3D presentations, exhibits, posters, through the lens of case studies that provide insights on real-world applications were students will learn to advocate for policies and practices that connect sustainability and global citizenship principles.

COURSE MATERIALS

To be added later

TENTATIVE CLASS SCHEDULE

Date	Topic	Type of Seminar
May 12, 2025	<p>Opening Ceremony and Welcome meeting , Introduction , Brief Description of the programme</p> <p>Climate Change and Global challenges (Sevgi Balkan Şahin) *</p> <p>Geopolitics and Sustainability (Daniel Rajmill) *</p> <p>UN global compact and SDGs , UN 2.0 (Jon Hans Coetzer) *</p> <p>Economical view on Sustainability (Lucia Morales) *</p> <p>Welcome Dinner</p>	On-site (Cag university)
May 13 2025	<p>Visit at VR Lab; A session at VR lab and Discussion (VR Lab Team, BIP Team) **</p> <p>Introducing Virtual Worlds and Metaverse platforms (Murat G, Duygu Gur **</p> <p>Talk on Virtual Identity (Prof. John O’connor and James Neville **</p> <p>Work shop : Creating Avatars and first Steps into the Virtual World (VR Lab Team) **</p> <p>Master Building Class (Cagla Solak) **</p>	On-site (Cag university)
May 14, 2025	<p>Education and Sustainability (Simone & Elis) *</p> <p>Inclusivity and Circular Pedagogy (Lia Pop ,Lucia Morales & Ivaylo Peev) *</p> <p>Work shop in SL (BIP Team) *,**</p>	On-site (Cag university)
May 15, 2025	<p>Beta Tea – Teas house visit *,**</p> <p>Work shop *,**</p> <p>ESN Student Event lunch break!</p>	On-site (Cag university)
May 16 , 2025	<p>Introduction of Cultural Heritage Project n VR (Cagla Solak) **</p> <p>Project work Inititation **</p>	On-site (Cag university)
May21,2025	<p>Project Team Work for in SL *,**</p>	Online 4.00- 7-00

May22, 2025	Project Team Work for in SL *,**	Online 4.00- 7-00
May 26, 2025	(Online) Seminar: In SL Guided tour by Delia Lake Ecosystems Crash! *	Online 4.00 – 6.00 pm
May 28, 2025	Project Team Work for in SL *,**	Online 4.00- 7-00
May 29 , 2025	(Online) Seminar: In SL Gentle Heron Virtual Ability Island *	Online 4.00 – 6.00 pm
May 30,2025	Project Team Work for in SL *,**	Online 4.00 -7-00
June 02, 2025	(Online) Seminar: Digital Literacy In SL Valeri Hill **	Online 4.00 – 6.00 pm
June 03, 2025	Project Team Work for in SL *,**	Online 4.00- 7-00
June 05, 2025	(Online) Seminar: In SL Guided tour A netnographic study on Whole Brain Health– Gizem Arı Kocak *	Online 4.00 – 6.00 pm
June 09 , 2025	(Online) Milestone for Digital Badge Digital Literacy **	Online 4.00 – 6.00 pm
June 12, 2025	(Online): Milestone for Digital Badge Sustainability *	Online 4.00 –6.00 pm
Jun 16, 2005	(Online) Seminar:Project Presentation Rehearsals and Recording	Online 4.00 – 7.00 pm
June 19, 2025	Final Presentations – Zoom Sustainability *	Online 4.00 –7.00 pm
June 22, 2025	Final Presentations in SL – Digital Literacy **	Online 4.00 – 7.00 pm
June 26, 2025	Final Event: Feedback Session and Party in SL	Online 4.00 – 7.00 pm

*Work associated with Sustainability Badge

** Work Associate with Digital Literacy Badge

Extra Project working hours ;

The project teams are expected to work on their projects on various activities such as building in 3D immersive platform , Presentation skills, Rehearsals, Project information gathering etc...

Sustainability Badge Project 12 Hours

Virtual Identity Badge Project 12 hours

2) INFORMATION ON CLASS PARTICIPATION, ASSIGNMENTS AND EXAMS

ASSIGNMENTS & Projects

Active participation and group work on a regular basis.

EXAMS

Group presentation of a project assignment and answering questions related to the project work for both Badges (100%)

Digital Literacy Badge project work (50%)

Sustainability Badge project work (50%)

PRACTICE MATERIALS

Online and virtual manuscripts to be prepared and distributed among the participants via Second life Virtual platform and through the BIP webpage

PROFESSIONALISM & CLASS PARTICIPATION

Students are expected to attend the classes and dedicate 1-2 hours a day for preparation through reading and self-study. The participation and self-study will enable the students to answer questions, lead discussions and to contribute with own ideas and opinions.

MISSED CLASSES

No more than 10% of the contact hours can be missed for successful completion of the course module. If students miss a lecture or tutorial it is their own responsibility to obtain information on the topics. In the event of sickness, a medical certificate must be presented to the Blended Intensive Programme coordinator.

3) INFORMATION ON GRADING AND ECTS

ACADEMIC STANDARDS

Upon successful completion, 4 ECTS will be awarded for the class.

According to the rules of ECTS, one credit is equivalent to 25-30 hours student workload.

GRADING SCALE

Grade	Coefficient	Equivalent on a 100-Point Scale	Verbal Description of Evaluation
AA	4	90-100	Excellent – Outstanding performance, demonstrating exceptional understanding and skills.
BA	3,5	85-89	Very Good – Strong performance with only minor errors or areas for improvement.
BB	3	80-84	Good – Solid understanding and application with some room for improvement.
CB	2,5	75-79	Satisfactory – Adequate performance, but may lack depth or contain several minor mistakes.
CC	2	70-74	Sufficient – Meets basic requirements but lacks detail or has noticeable flaws.
DC	1,5	60-69	Fair – Demonstrates limited understanding or numerous mistakes.
DD	1	50-59	Poor – Below expectations, with significant gaps in understanding or errors.
FD	0,5	40-49	Very Poor – Shows minimal understanding, requiring substantial improvement.
FF	0	0-39	Failing – Does not meet minimum requirements or shows little to no understanding.

This course description was issued on February 2025. The program is subject to change.