

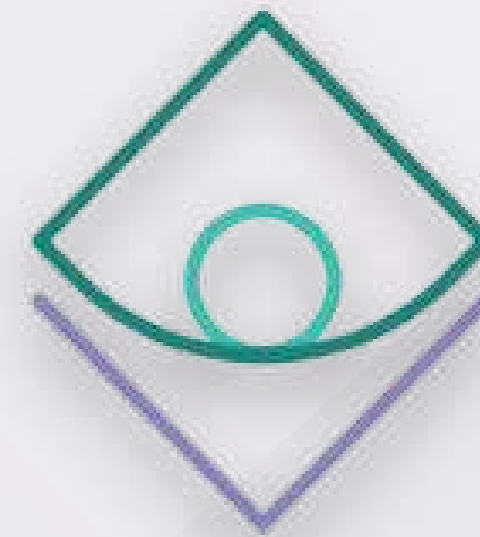


Educator's Guide

MODULE 2

Next-Generation Strategies for Sustainability:
Technology and Innovation

Prepared by:



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Learning approach

This module aims to explore the multidimensional nature of sustainability and innovation by focusing on the intersectional characteristics of social impact products and services. Learners will understand how to develop products that facilitate inclusivity and are adaptable for all users, covering the scope of environmental, economic, and social sustainability.

Teaching method

Combination of theoretical concepts with practical applications in social innovation, intersecting technology with sustainability through a mix of instructional content, group activities, and user-centered design techniques that emphasize accessibility and inclusivity.



LEARNING OUTCOMES

1. Understand basics of social entrepreneurship technologies (e.g., mobile, wearable devices, AI, XR).
2. Learn principles of User Interfaces (UI) and gain familiarity with usability and UX concepts.
3. Understand accessibility and inclusivity perspectives.
4. Familiarize with AGILE, SCRUM, LEAN, and SLOW production approaches.
5. Recognize innovative ideas around Green Perspectives and teamwork skills.



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Preparation

Students are encouraged to familiarize themselves with different types of technologies related with social entrepreneurship, user experience concepts, and innovative production approaches.

Warm-up/ice - breaking activity

Introduction to the importance of sustainability and innovation in daily life, discussing the relevance of technologies like mobile devices, artificial intelligence, and wearable devices in facilitating social life. The goal is to engage learners in a discussion about their personal interactions with technologies.



MODULE OVERVIEW

Technologies for innovation and sustainability, including user interfaces, mobile and wearable devices, artificial intelligence, extended realities, usability, accessibility, inclusivity, AGILE, SCRUM, LEAN, and SLOW production approaches, green perspectives, and teamwork.

FACILITY/EQUIPMENT

Classroom setup with computers, projectors, mobile and wearable devices, VR and AR equipment, and relevant software for implementing UI/UX user-centered design concepts and usability practices.

INTRODUCTION

An introduction to social innovation, defining concepts like innovation, creativity, user interface, mental models, cognitive models, metaphors, affordances, signifiers, constraints, mapping, and feedback. Highlights the importance of intersectional planning and multidimensional perspectives for broad social impact.



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MAIN TASKS / PROCEDURE

Activities include case studies, group discussions, and analysis on sustainable design. Participants will explore the AGILE, SCRUM, LEAN, and SLOW methodologies, green perspectives, and the circular economy, and examining the role of leadership and teamwork in innovation.



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COMPLETION AND DEBRIEF

Project presentations to present their findings and recommendations. Group discussions summarizing the application of technology and sustainability strategies. Includes reflections on production approaches and feedback on how intersectional planning can achieve a multidimensional perspective in social entrepreneurship.



CLOSING

Reinforces the relevance of designing inclusive products and services that enable full social participation and reflect environmental and economic sustainability. Summarizes the importance of user-centered and activity-centered approaches for accessibility and inclusivity.



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TIPS/ADDITIONAL ACTIVITIES

Additional activities like exploring real-world examples of AGILE and LEAN production, examining the circular economy, green economy concepts, and case studies.



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