

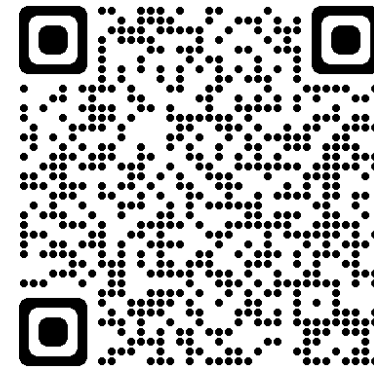


The Good Place:  
where online learning  
can be fun



**Good Place Innovators Team**  
Radka Newton  
Jekaterina Rindt

Let the fun begin!



Lancaster University  
Management School



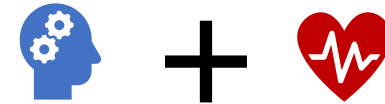
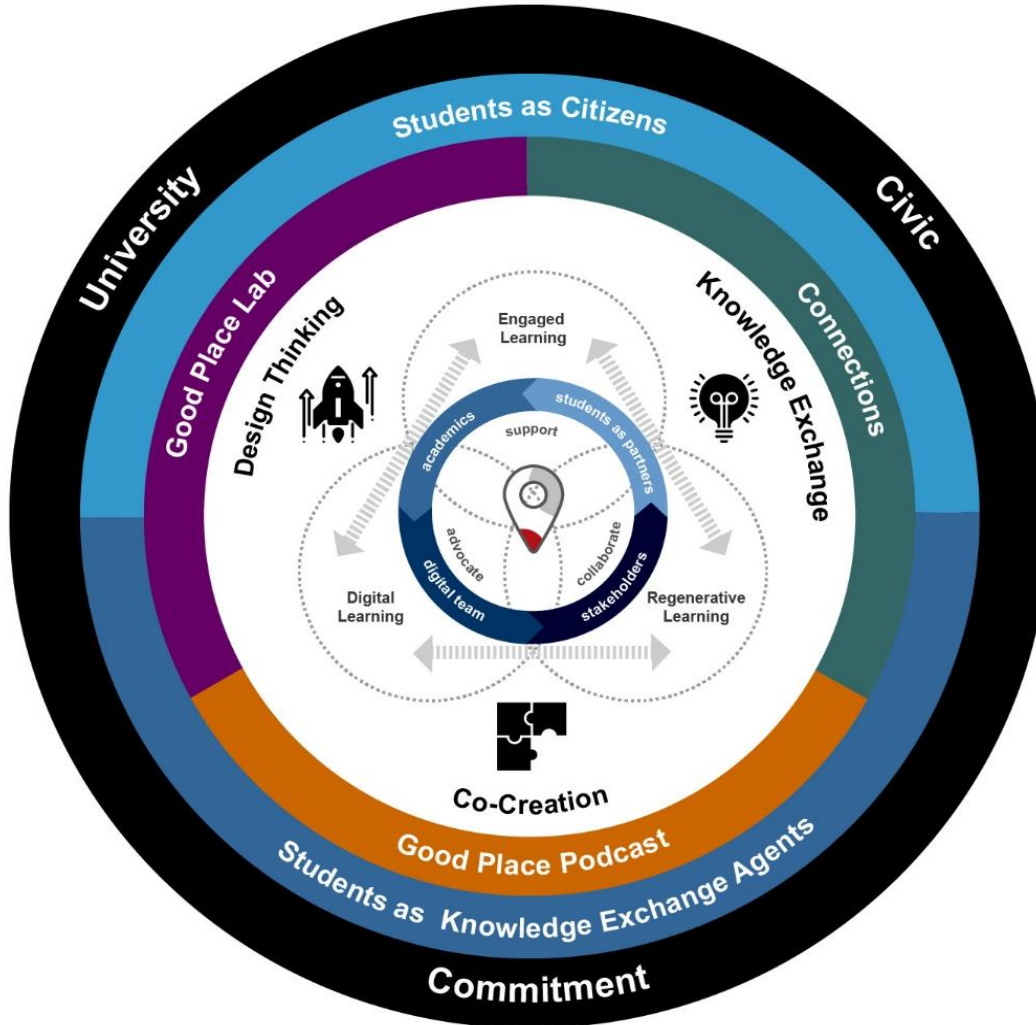
**Dr. Radka Newton**  
Senior Teaching Fellow  
Entrepreneurship and Strategy  
Lancaster University Management School

**Dr. Jekaterina Rindt**  
Lecturer in Digital and Strategic Marketing  
Department of Marketing  
Lancaster University Management School



good place innovators

*Designing with head and heart*



The unifying thread of our work is our **passion for connecting our Campus with the City** incorporating a **design-led, place-based pedagogy** in management learning.

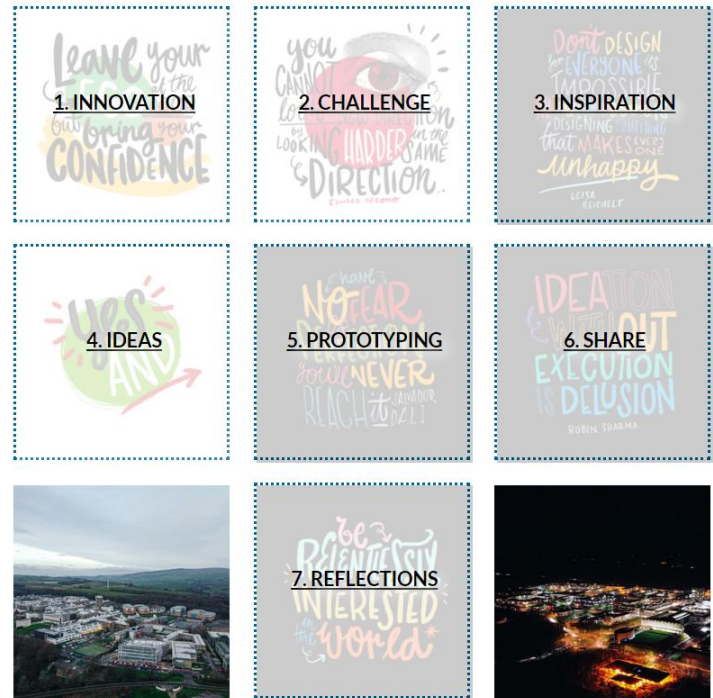
We pioneered a novel approach for **students and local communities to learn together** using **design principles** to address **global challenges that manifest locally**.

# Technology-enhanced learning



- **Asynchronous pre-arrival course** as an induction to Design thinking for innovation with emphasis on creativity, problem solving and experimentation
- **Co-created** with student fellows
- **Tutor-supported** - via Webinars and Padlet
- **Place-based**
  - addressing an innovation challenge that relates to improving campus **accessibility and inclusivity**
  - fostering sense of belonging and transition to the new learning environment
- **Open-source** - transferable and adaptable to different geographical contexts

## Explore Each Section



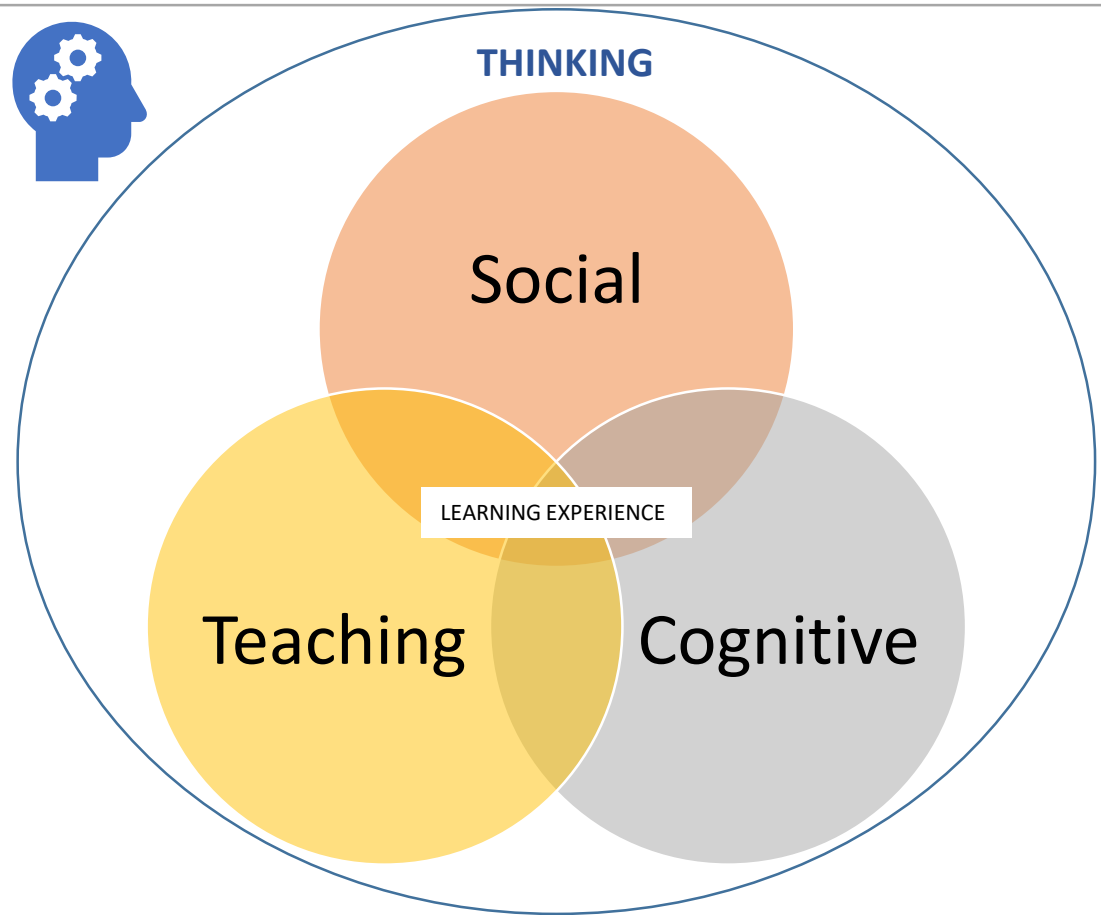
# Community of enquiry framework



**Social presence** is the ability of learners to project their personal characteristics into the community of inquiry, thereby presenting themselves as 'real people.'

**Teaching presence** is defined as the design, facilitation, and direction of cognitive and social processes for the purpose of realizing personally meaningful and educational worthwhile learning outcomes.

**Cognitive presence** is the extent to which the participants in any particular configuration of a community of inquiry are able to construct meaning through sustained communication.





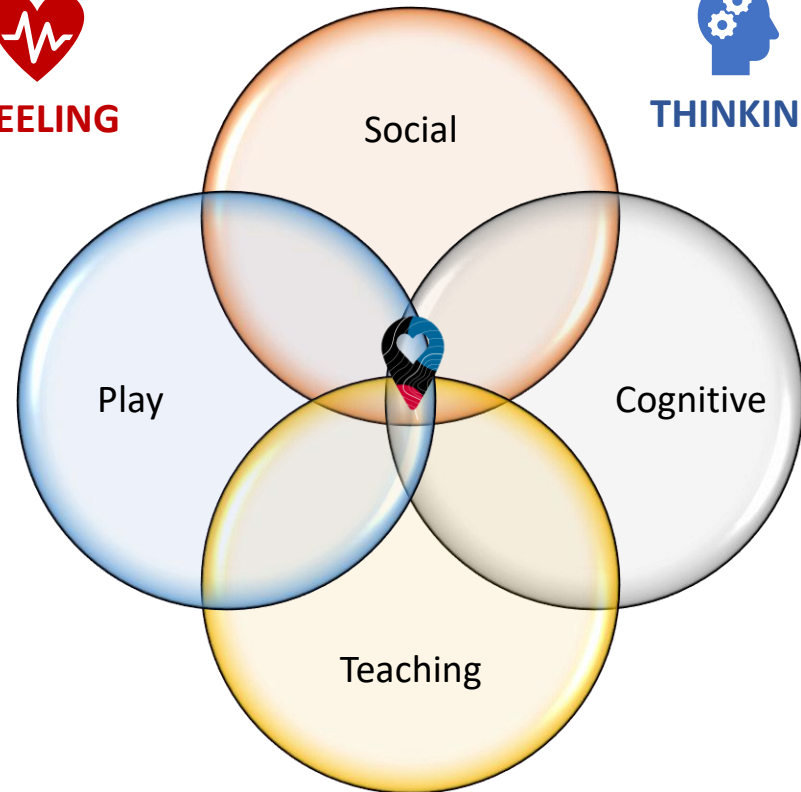
# Play presence



## Play with purpose

Learning through **discovery** and **trial-and-error** is proven to help build neural pathways.

- **joy and thrill** in a **meaningful, engaged** and **iterative** way
- **trying out** possibilities, **revising** hypotheses, and **discovering** the next question leads to deeper learning.
- **creativity** is fostered through **curiosity, courage** and **resilience**



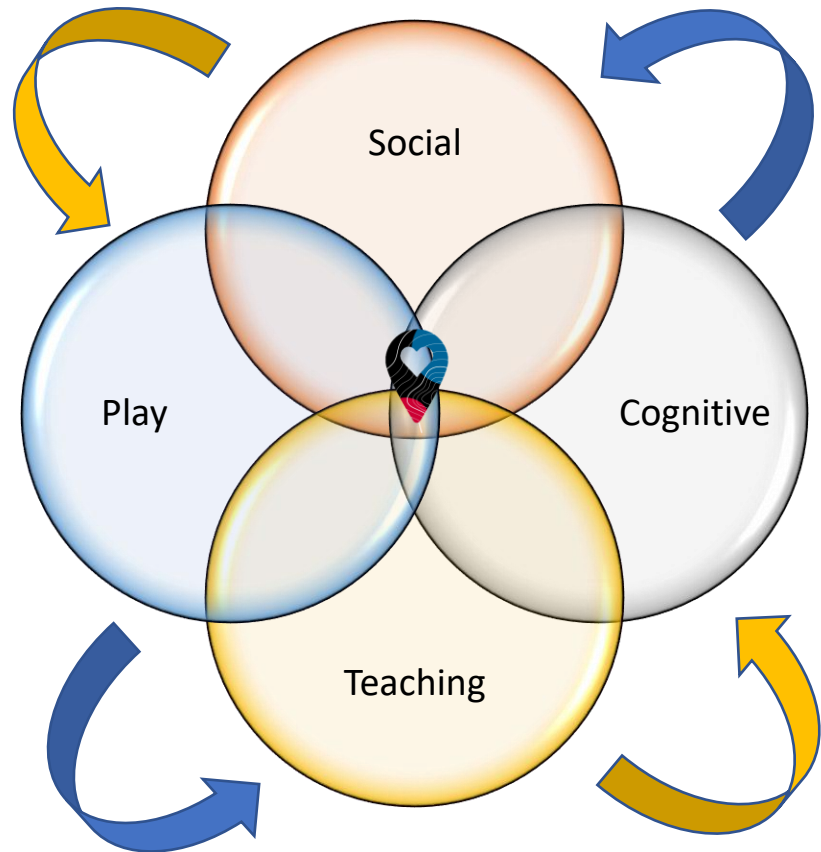
# FLOW



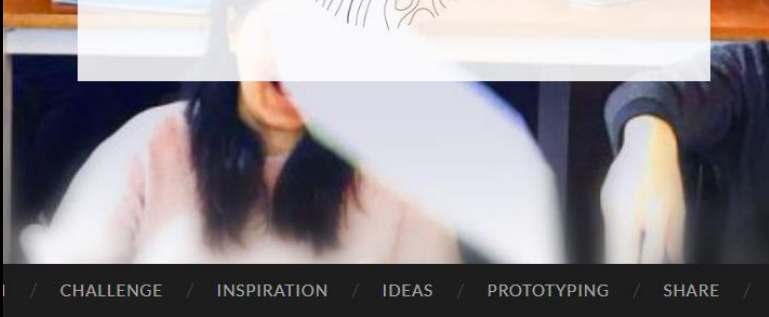
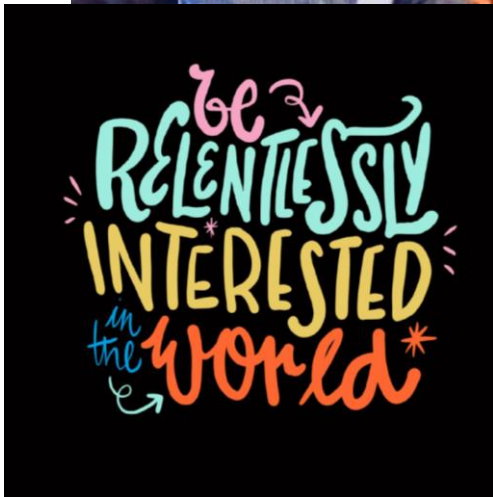
## METACOGNITION through FLOW

**Flow** stimulates deeper learning beyond pure engagement with content, learning outcomes and the other participants.


It engages the learner with the emotional self – **self-awareness** and **self-reflection**.



# Call for collaboration



### Skill Flower



During this digital learning experience you will practice many entrepreneurial skills that will prepare you for your postgraduate studies. The Skill Flower is based on [Entrepreneurship competence framework](#) that includes 15 skills. In our Innovation challenge we will practice 8 skills and at the end of each section you will have a chance to reflect on 3 skills that were a focus of the section. This is a great practice for developing your CV and collecting some great examples of how you gain new skills and how you practice them. We recommend you keep a diary and reflect after each section on your skills and capabilities. At the end of this challenge, your flower will be fully in bloom and your entrepreneurial mindset will flourish!





Thank you!  
Q&A

...why not adapt the Good Place  
Lab to your *place*?



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Jekaterina Rindt



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