



# STUDENTS

AS DIGITAL CIVIC ENGAGERS



## ME Summary Report

Canice Consulting Ltd UK SDCE  
Showcase



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## Summary Multiplier Event Canice Consulting Ltd, 1<sup>st</sup> June 2022

The multiplier event for Canice consulting limited took place on 1st June 2022, it was hosted in the events room of Lisburn Enterprise organization. The event began at 4pm and ran until around 8pm. In total, the event was attended by 42 people from various educational institutes and organisations across Northern Ireland including HEI educators, HEI staff, students, third sector workers and teachers (32 local participants and 10 foreign participants).

The event began with a welcome introduction to the attendees from project manager Catherine Neill, who outlined the agenda for the event and gave a summary of the SDCE project (objectives of the project, summary of outputs, desired impact). Following that, project manager Aine, took participants into a more in-depth look at the project outputs. She showcased the firstly the project website and how to access the materials. This was followed by insights into the main findings of the Guide, how to use the Toolkit, and the main learning objectives of the OERs. Aine also let participants know about the upcoming MOOC, which would be perfect for self-led learning on the topic. Following this we stopped for a short coffee break where attendees were given refreshments. Here we split participants into smaller groups of 7 to trial/test the outputs, this next part lasted for about 45 minutes. For the guide, we asked participants to have a deeper look at the case studies and to pick as a group what they thought was most informative and interesting. For the toolkit, we asked participants to take a tool each and follow the steps to learn a tool. For the groups assign to the OERs, we asked them to take one module to read and test. Following this we asked participants to give some feedback from their groups on the materials, everyone seemed to enjoy the hands on approach to using the materials instead of the more traditional presentation style.

Following this we introduced our guest speakers Denise Murtagh, and Joanne Kelly. Denise Murtagh, Business development Manager in Dungannon Enterprise Center and formerly Manager of Student Development Division in Queens University Belfast talked about her experience in running the Volunteering unit in QUB and her talk focused on the topic of fostering civic skills and innovation/entrepreneurship among HEI students and what role technology can have in this space. Joanne Kelly, Programme Director and Accredited Executive Coach, in the William J Clinton Leadership Institute at Queen's University, focused her discussion on the role of leadership in volunteering and talked about her work in the third sector. The guest speakers stayed for some Q&A facilitated by Canice Hamill, then it was time to close the event and finish with some networking and refreshments.

Afterwards, the participants filled out the evaluation form, which served as feedback on the multiplier event and the results of the SDCE project, we enticed attendees to complete the form by entering their names in a raffle which we closed the session with and the winner received a gift voucher to a local restaurant.

## Insights and Recommendations for the SDCE project

We managed to receive 30 feedback surveys from attendees. They were provided by a mix of HEI educators, HEI staff, students and individuals from third-sector organizations, so it was a good insight from varying roles.

All participants enjoyed the event, and found the hands-on trial of the materials very engaging, they enjoyed the group work setting with the CCL staff as facilitators, which gave the event a more relaxed and informal environment, making attendees more comfortable to contribute. In regards to the outputs, we had some nice feedback following the trial workshop. The groups focused on IO1 Guide to Student Digital Civic Engagement outlined that the case studies from the various HEIs across EU were great, they thought the inclusion of real-life case studies would be inspiring to other HEIs interested in the topic and provided some nice ideas on various opportunities for digital civic engagement projects. The groups focused on IO2 Toolkit also really enjoyed learning the new tools, in particular, they commented on the „civic good“ category, they had not heard of these tools and were very interested to use them. The educators in this group were interested in the presentation tools, and while the students commented on their interest in the crowdsourcing and social technologies tools, they also gave some suggestions as to other tools which would be interesting for students for inclusion in the toolkit. For IO3 OERs and pedagogic guide, we had a mix of educators, charity workers, and students reviewing the materials. In general, they thought the modules provided a really clear introduction into digital civic engagement, they though it made a clear

case as to why HEIs educators would be interested in this topic and thought the structure of the module were useful in that they provided an almost step by step guide on how to start a digital civic engagement project. Attendees really enjoyed the keynote speakers, many commented that it was very inspiring and informative, the HEI educators in attendance in particular seemed very enthusiastic about the topics of their presentations. Many commented on the accessibility and ease of use of the website and project resources were, they found the branding design to be very engaging and professional, which made the content of the materials that bit nicer to interact with. All in all, they found the materials very practical, accessible, easy to use and informative.