



Transformative Hospitality  
Education through Tech Abilities: a  
blueprint for creating immersive  
(learning) experiences

THETA



THETA

Multiplier Event

Transnational

Programme Meeting



9<sup>TH</sup> TO 10<sup>TH</sup> JUNE 2022, HOTEL SCHOOL THE  
HAGUE, AMSTERDAM, NETHERLANDS

# Project Summary

- ▶ The overall aim of THETA is to enhance the learning experience of tertiary hospitality students through digital learning spaces.
- ▶ The specific objectives are to:
  - ▶ Use digital modes of delivery to connect students, staff and practitioners in professional research activities;
  - ▶ Apply a new educational approach by introducing the design-oriented research methodology;
  - ▶ Develop digital pedagogical competences of educators;
  - ▶ Develop digital, entrepreneurial and autonomous learning competencies; - Develop high quality digital content; - Establish a digital environment that prepares future professionals for a volatile and dynamic environment, and helps current practitioners in navigating in this volatile environment; - Turn this digital environment into a co-creative source of innovations for the hospitality profession; - Share the knowledge of leading hospitality institutions with other schools, while building their own knowledge base thereby strengthening their leadership role.

# Duration and Grant

- ▶ The Project runs for 24 months, from 21/02/2022 to 20/02/2024
- ▶ The maximum amount of the grant is EUR 271,858.38



# Four Intellectual Outputs - IOs

5

21/02/22

20/02/24



Feb-Mar 2022	Apr-May 2022	Jun-Jul 2022	Aug-Sep 2022	Oct-Nov 2022	Dec 22 - Jan 23	Feb-Mar 2023	Apr-May 2023	Jun-Jul 2023	Aug-Sep 2023	Oct-Nov 2023	Dec 23 - Jan 24
IO1	IO1	IO1									
		IO2	IO2	IO2	IO2	IO2					
							IO3	IO3	IO3	IO3	
									IO4	IO4	IO4
[TPM1]		TPM1 (NL) [TPM2 (ES)]		TPM2 (ES)	TPM3 (NL)			TPM4 (FI)		TPM5 (IE)	
		[MP1]		MP1 (ES)	MP2 (NL)		LTTA (FI)	MP3 (FI)			MP4 (IE)

# Main Agenda Items

- ▶ Purpose of the meeting
  - ▶ evaluate the various available digital learning space solutions
  - ▶ to choose a number of these that were aligned with the project objectives
- ▶ Main agenda items:
  - ▶ introduction of each project partner and role in the project;
  - ▶ overall planning for the project, Gantt chart;
  - ▶ assessment of communication and file sharing tools;
  - ▶ planning for the TPM and the MP;
  - ▶ presentation and evaluation of digital learning spaces;
  - ▶ selection of digital learning spaces and brainstorming for prototyping;
  - ▶ planning for prototyping;
  - ▶ planning for next phases of project