Blended Intensive Programme (BIP) | 2026

Digital Educational Resources for E-learning and Instruction

Dates for physical activity | 9 June – 3 July 2026

Proposed period for virtual component | 9 June – 3 July 2026

Objectives and Short description:

- Build a collaborative learning community.
- Stimulate creativity and teamwork through interactive activities.
- Introduce best practices in digital content production.
- Train participants in multimedia creation, design, and interactivity.
- Encourage the use of authentic materials in e-learning.
- Strengthen skills in editing, curating, and transforming digital resources.
- Develop pedagogical and technical competences in Moodle and Blackboard.
- Promote networking and knowledge sharing.
- Consolidate learning outcomes and evaluate the experience.

BIP Language and location of physical activity

- English
- Polytechnic University of Viana do Castelo, Viana do Castelo (Portugal)

Coordinating Institution
Polytechnic University of Viana do Castelo

How to apply: Procedures for registration will be sent to selected and nominate students by home Universities to internacional@ipvc.pt
Places are limited to 25 participants and will be filled in strict order of registration.
ECTS issued | 3 ECTS

Priorities addressed | Digital transformation

Dates for physical activity and programme
Monday II
2:00 p.m. to 5:00 p.m. II ESTGEscola Superior de Tecnologia e Gestão Auditorium | Welcome and presentation of best practices (Sunrise partners)
Tuesday II
9:30 a.m. to 1:00 p.m. II IPVCInstituto Politécnico Viana do Castelo Central Services, Black Box | Escape Room
Wednesday II
9:30 a.m. to 1:00 p.m. II ESTGEscola Superior de Tecnologia e Gestão | Launch of the week's challenge and demonstration of content production
Content Production Training
2:00 p.m. to 3:00 p.m. II Viana do Castelo | KEY NOTE: Distance Learning Education and

the future to come
3:00 p.m. to 5:00 p.m. II Viana do Castelo | City Tour (image capture)
Thursday II
9:30 a.m. to 1:00 p.m. II IPVCInstituto Politécnico Viana do Castelo Central Services | Production of media material
2:00 p.m. to 3:00 p.m. II Viana do Castelo | KEY NOTE: Micro-credentials and distance Learning
8:00 p.m. | Dinner
Friday II
9:30 a.m. to 1:00 p.m. II ESTGEscola Superior de Tecnologia e Gestão | Design and Interactivity Training

ACTIVITIES DESCRIPTION
Escape Room
The *Escape Room* is an interactive, team-based activity designed to simulate a problem-solving challenge in an immersive environment. Participants must collaborate, share ideas, and apply creative thinking to overcome obstacles and achieve a common goal within a limited time.

- Conducted in-person, across a circuit that integrates educational spaces and multimedia production studios.
- Incorporates the use of digital tools for creating educational resources as part of the challenge.
- Functions as an introductory activity, engaging participants from the start in a dynamic and collaborative way.
- Strengthens teamwork, communication, and collaboration, essential for the co-creation of digital learning materials.
- Demonstrates the potential of interactive and gamified methodologies to foster motivation and engagement in e-learning contexts.
- Prepares participants for the week's challenge by highlighting the role of creativity, problem-solving, and critical thinking in digital content production.

Launch of the Week's Challenge & Content Production Training
The session begins with the presentation of the week's challenge, outlining the specific tasks to be completed, followed by a demonstration of best practices in digital content creation. Participants then engage in hands-on training in audiovisual production, acquiring the technical and creative skills required to develop educational resources.

- Present the week's challenge as a guiding framework for the activities.
- Clarify the tasks and deliverables expected from each participant/group.
- Demonstrate content production processes with a focus on audiovisual media.
- Provide practical training in tools and techniques for recording, editing, and producing digital educational resources.
- Foster the integration of technical skills with pedagogical objectives, ensuring that the produced content serves clear learning purposes.
- Prepare participants to independently create and curate multimedia resources throughout the program.

Production of Captured Material

This activity is a hands-on production session where participants apply the knowledge and skills acquired during content production training. Working with the materials previously collected, participants will create digital educational resources with the guidance and support of the Teaching and Learning Department team.

- Provide a practical environment for consolidating audiovisual production skills.
- Enable participants to transform captured materials (images, videos, audio) into structured digital educational resources.
- Encourage collaborative work through group-based production and peer exchange.
- Offer mentoring and technical support from the Teaching and Learning Department team during the production process.
- Reinforce the connection between technical skills and pedagogical objectives, ensuring that outputs serve clear learning purposes.
- Conclude with tangible outputs that contribute directly to the week's challenge.

Design and Interactivity Training

This activity focuses on instructional design principles and interactive strategies for e-learning. Participants are introduced to tools and methods that allow them to make digital content more engaging, organized, and visually appealing, while integrating interactivity as a key element of the learning experience.

- Present best practices in instructional design for digital education.
- Introduce tools and techniques for enhancing interactivity in learning materials.
- Develop participants' ability to organize content effectively for clarity and accessibility.
- Foster creativity in producing aesthetic and pedagogically meaningful designs.
- Provide hands-on experimentation with interactive features to increase learner engagement.
- Enable participants to integrate design and interactivity skills into the final outputs of the week's challenge.

AFTER PHYSICAL MOBILITY SCHEDULE

Moodle Training (virtual component)

This activity is dedicated to the integration of the produced content into a Moodle learning environment. Participants will explore the platform's tools and resources, learning how to organize and deliver their digital materials effectively in an online course setting.

- Introduce the pedagogical and technical possibilities of the Moodle platform.
- Guide participants in uploading and structuring the digital resources created in previous sessions.
- Explore Moodle's interactive tools (e.g., quizzes, forums, assignments) to complement the produced content.
- Demonstrate how to design a coherent and user-friendly learning environment.
- Reinforce the link between content production, design, interactivity, and virtual course delivery.

Virtual Component Description | Moodle Training

Methods
Methods and outcomes

- Icebreakers and gamified activities to foster engagement.
- Plenary sessions for challenge presentation and demonstrations.
- Hands-on workshops for content creation, editing, and design.
- Fieldwork for image and video capture.
- Curation and transformation of captured materials into educational resources.
- Prototyping of interactive learning activities.
- Practical Moodle sessions for integration of digital resources.
- Networking opportunities to build professional connections.
- Final presentations, feedback, and evaluation to ensure transfer of learning.

Type of Participants
Staff