



# Module 1: Developing the organisation's Digital Strategy

## Unit 1: : Digital Strategy groundwork

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# 1. OVERVIEW

- Conduct the background research before drafting the Digital Strategy

Present examples and scenarios and case studies regarding **on how to conduct the background research before drafting the Digital Strategy** to be implemented in their VET institutions



## 2. ACTIVITY 1 INTRODUCTION

HOW MUCH IMPORTANCE DO TEACHERS AND EDUCATORS GIVE TO THE USE OF TECHNOLOGIES IN TEACHING?



## 2. Digital Strategy groundwork



SWOT  
ANALYSIS



Target group  
analysis



Mapping  
stakeholders



Change  
management

## 2. ACTIVITY 1 SWOT ANALYSIS

Think about which of these elements could improve your workplace experience by making it easier for employees to find what they need to be productive.

A **SWOT analysis for technology involves evaluating the four main areas in the context of your digital workplace** and reflecting on your answers

## 2. ACTIVITY 1 SWOT ANALYSIS

WHAT ARE THE STRENGTHS AND WEAKNESS OF THE USE OF TECHNOLOGIES FOR LEARNING, ACCORDING YOUR EXPERIENCE?



## 2. ACTIVITY 1 SWOT ANALYSIS

here are 10 questions you can ask to help you determine where your organizations's strengths and weaknesses lie:

1. Is our VET organization's data remotely accessible to the appropriate trainers but also protected by user-level permissions?
2. How flexible and scalable is our current IT infrastructure? (In other words, how easily can existing solutions be integrated with new platforms?)
3. Are our core business systems hosted on premise or in the cloud?
4. Do our processes and technological investments support the mobility and agility of the trainers and learners?
5. Is our VET organization's data secure from external and internal threats such as cybercrime and employee theft?
6. Do trainers and learners appreciate the processes and technologies in the vet instution or do they find them to be frustrating?
7. How many different software platforms does the average trainer have to use throughout the day?
8. Do our primary software solutions communicate with each other?



## 2.ACTIVITY 2 STAKEHOLDER MAP

WHAT ARE THE PRACTICAL TOOLS TO BE USED, FROM A TECHNICAL AND PEDAGOGICAL POINT OF VIEW IN EDUCATION, FOR VET TEACHERS?

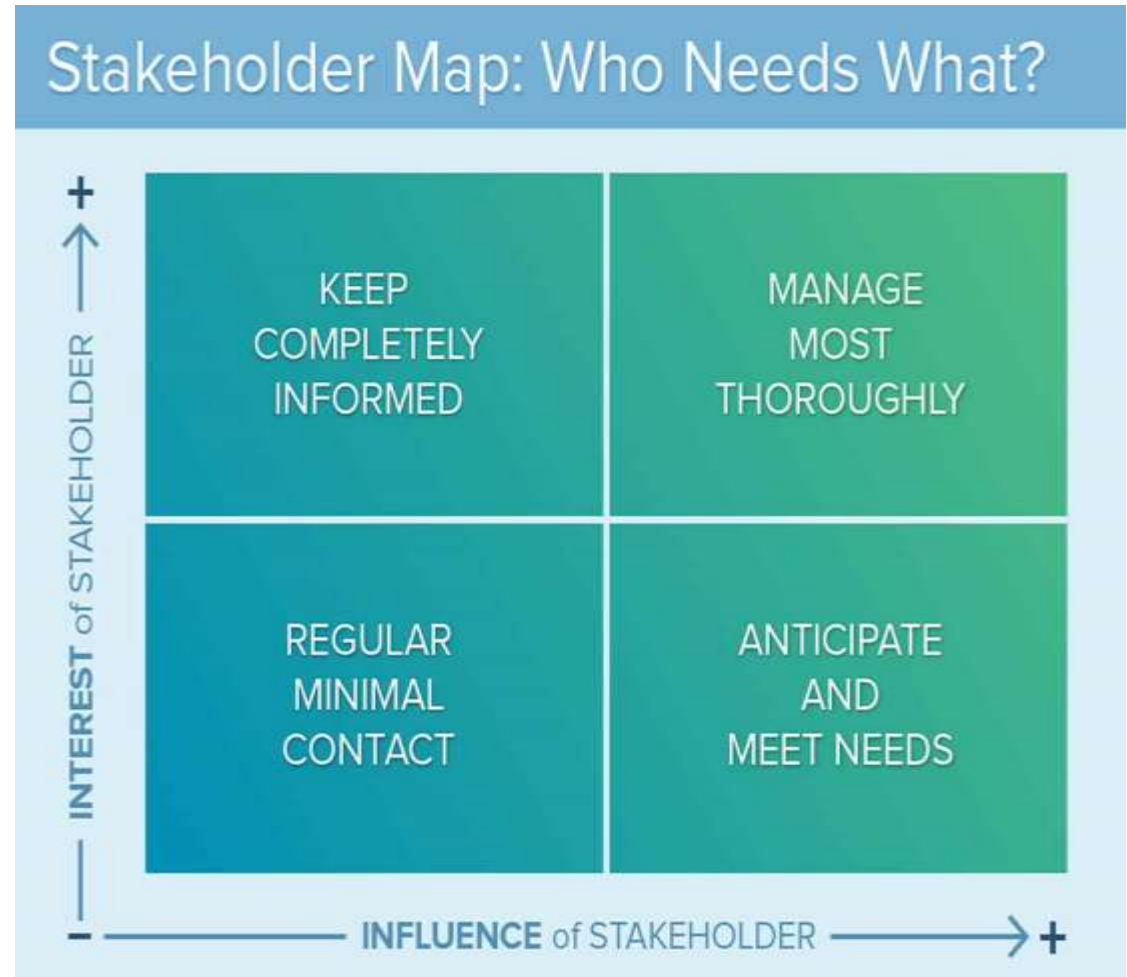




## 2.ACTIVITY 2 STAKEHOLDER MAP

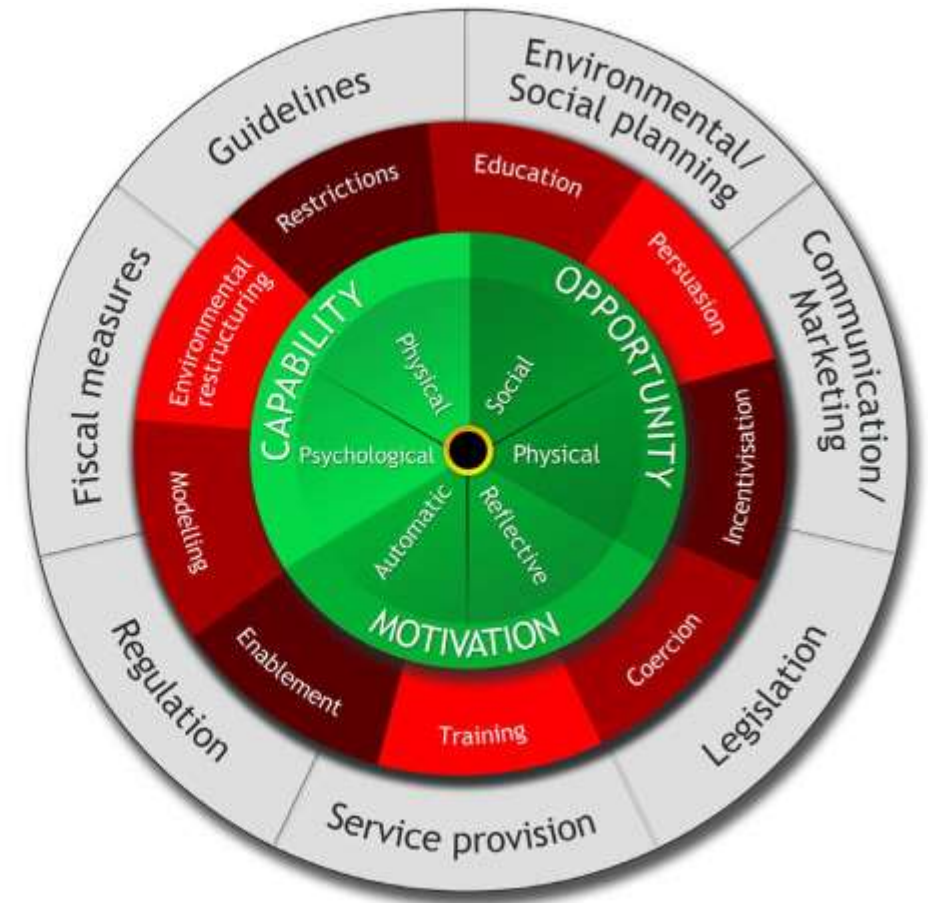
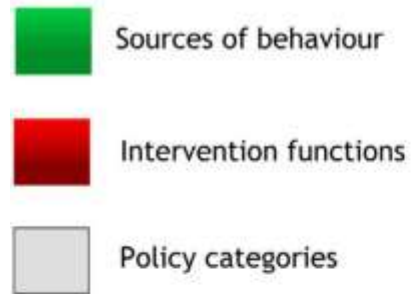
Build a free stakeholder map can help you build a useful stakeholder map for your next project!

Identify and map out the people involved in a project with the Stakeholder Map



## 2.ACTIVITY 3 CHANGE MANAGEMENT

[A short activity on Change - YouTube](#)



## 2.ACTIVITY 3 CHANGE MANAGEMENT

### What is change management?

Change management is a systematic **approach to dealing with the transition or transformation of an organization's goals, processes or technologies.**

The purpose of change management is to implement strategies for effecting change, controlling change and helping people to adapt to change

[Change Management in Education - YouTube](#)



## 2.ACTIVITY 3 CHANGE MANAGEMENT

### Change management checklist

- ✓ Define the project vision and key outcomes.
- ✓ Use vision and goals to determine the messaging strategy.
- ✓ Create a communications plan.
- ✓ Identify and engage stakeholders.
- ✓ Identify and engage change champions.
- ✓ Create a thorough plan for testing.
- ✓ Use training for instruction—and for marketing the new system.

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Thank you for your participation!



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