

# 1. Introduction

The goal of the toolkit is to discuss the concept of co-creation at universities, which in general, involves students, teachers, researchers and administration. The goal is to empower students as co-creators of the teaching, researching and learning process.

This material was created on the basis of the WP3: HE Innovator group’s discussion during its meetings and as the result of the participants’ discussion of the workshop entitled "Workshop for modular training toolkit for students engaged in ENHANCE activities" organised at the Warsaw University of Technology on 5<sup>th</sup> November 2021. This workshop was run using the "Online Chessboard Discussion" method which is the modification of the "Coffee table"/"World café" methods.

The **co-creation** is the process of creating something together (Björklund et al., 2017) and in this context together refers to the participation of the interested stakeholders. This approach is convenient when designing products that address (often partially) ill-defined problems, or when pursuing an innovative approach to the problem or an idea driving future transformations. The co-creation approach in design allows the product to be tailored to the needs of stakeholders.

The shown below Ladder of student participation in curriculum design (Bovill & Bulley 2011) presents how student engagement in the curriculum can range from no engagement within a dictated, staff-controlled curriculum to significant levels of student engagement with student control of the curriculum (see Fig. 1).

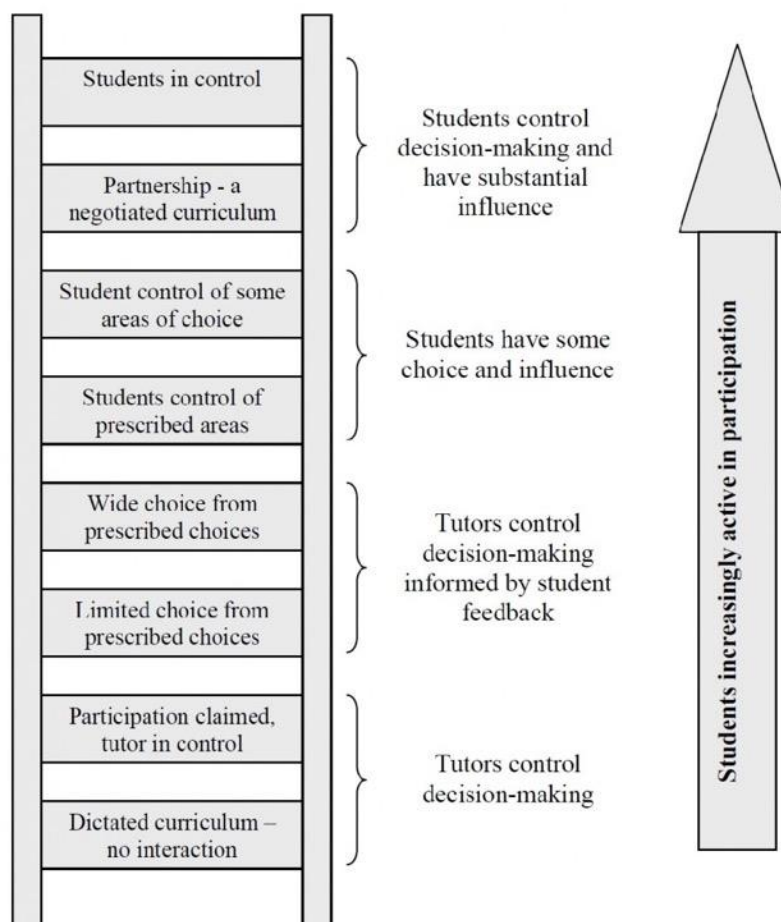


Figure 1 Ladder of participation in curriculum design (Bovill & Bulley, 2011 p.180)