Reference APA: Alvarez-Icaza, I., Rozo, H. Tariq, R., (2024). Appendix VII. Dissemination activities Complex Thinking Education for All (CTE4A): A Digital Hub and School for Lifelong Learners. Progress Report Stage 1. https://hdl.handle.net/11285/676805

Appendix number & project name - stage	Appendix 7 - CTE4A- Stage 1
Products, outcomes or milestones	Project Subsite Project Dissemination Planning
Name	Dissemination activities
Responsible	Hugo Rozo, Inés Alvarez-Icaza, Rasikh Tariq
Objective	**Objective:** Planning of webcast series for the dissemination of the project CTE4A

Support evidence *Progress Report Stage 1.*

Activity 1: Planning and executing the first cycle of webcasts or conferences to disseminate the project's objectives, progress, and early findings to a broader audience.

Activity 2: Interactive sessions with experts in the field to discuss the importance of complex thinking skills.

Activity 3: Developing a dissemination plan that outlines the channels, content, and schedule for ongoing communication efforts to engage stakeholders and the public.

Activity 1

Channels for disseminating the results of the CTE4A project

With the intention of establishing effective and continuous communication activities on the progress and results of the CTE4A project, various dissemination channels have been recognized that will allow for broadening the scope of what is developed in the project. In order to comply with the above, the following means may be considered through which the project can share information and foster dialogue with the community and the interested public.

- **The project's** digital hub represents the primary means by which ongoing updates can be presented and resources shared. On the same site, a blog space could be established in order to share the above.
- The **Social Networks** (LinkedIn, Twitter, Facebook, among others) allow interaction with the interested public.
- **Email newsletters** to subscribers that summarize updates, projects and events.
- **Webcast series** that will allow communication and dialogue about projects and activities happening around the Hub.

Planning for CTE4A Webcast Cycle

Mes	Fase	Actividades clave
1-3	Planning and design	- Selection of topics and speakers - Content development in conjunction with speakers - Promotion and dissemination
4	Implementation	- Technical configuration - Webcasts - Issuance of certifications (awards, certificates) and supporting materials
5	Evaluation and follow-up	- Feedback surveys - Data analysis - Continuous improvement
6	Subsequent dissemination	- Access to recordings - Creation of derivative content - Publication of final report, highlighting success stories

Detail of each phase:

Planning and design
Phase focused on three main activities. First, the **selection of topics and speakers**, experts within the project's international network may be invited. Subsequently, the **content** will be developed, including the creation of presentations, introductory videos and other supporting materials to enrich the webcast experience. Finally, a **promotion and outreach campaign** will be initiated using platforms such as social media, email and the project's digital hub to announce the webcast series and engage the target audience. This stage will also include the preparation of promotional materials such as banners, advertisements and blog posts, ensuring effective outreach and audience engagement.

Implementation
For the implementation stage, it will be necessary **to identify the technological infrastructure** required, this includes configuring the webcast platform, pre-testing with participants. During the execution of the planned series of webcasts, it will be expected to **encourage interactivity** with the audience through live question and answer sessions, surveys during the webcast and active participation of the attendees. To **motivate participation**, certifications and supporting materials may be offered.

Evaluation and follow-up
To ensure continuous improvement of the project, **feedback surveys** may be distributed to collect opinions and suggestions from participants. The results obtained can be analyzed to evaluate the participation and effectiveness of the contents, information that will allow the

identification of areas for improvement. Based on the feedback obtained, adjustments can be made for future webcast sessions.

Post Dissemination
The post-dissemination phase will focus on ensuring that the contents of the webcast remain accessible. This will require **securing access to the recordings** of each session, allowing those who were unable to attend live to benefit from the materials. As a result of the sessions, it will be possible to create **derived content** such as dissemination articles, blog posts, social media and on the Hub platform. Finally, a **detailed** report on the webcast cycle will be published.

Activity 2
Planning for interactive sessions with experts in the field.

As part of the dissemination strategy, interactive sessions will be held with experts in education and competence development. The research team will validate that the CTE4A strategy can effectively develop complex and computational thinking through a collaborative platform with open educational resources; therefore it is essential to engage with specialists who can provide valuable insights and feedback. Here's a detailed plan on how to structure these interactive sessions:

1. **Experts Identification and Selection**

   Criteria for Selection:

   - **Subject Matter Experts (SMEs):** Individuals with deep knowledge in computational thinking, complex problem solving, and education technology.
   - **Educational Technologists:** Specialists who can provide insights into effective educational resource development and platform usability.

   Steps:

   - We have created a list of potential experts from academia and educational technology sectors. From this list we will select a diverse sample to hold an online validation.
   - Reach out to them with a formal invitation explaining the project, its goals, and the importance of their contribution.

2. **Define Objectives for the Interactive Sessions**
   - Gather expert insights on the development of complex and computational thinking skills.
   - Understand best practices for collaborative learning platforms.
   - Identify key features and functionalities required for the platform.
   - Obtain feedback on initial design prototypes and educational content.

3. **Design the Session Structure**

   Session Types:

   - **Workshop:** An interactive, hands-on session where experts can work on specific aspects of the platform.
   - **Focus Groups:** After the initial presentation, in small group discussions, we will focus on specific topics like user experience, content development, and collaboration tools.
   - **Interviews:** After the online event, some experts might be interviewed in one-on-one sessions for detailed insights and personalized feedback.

   Session Components:

   - **Introduction:** Brief overview of the project, its objectives, and the purpose of the session.
   - **Presentation:** Showcase the current state of the platform, including prototypes, user workflows, and educational content.
   - **Interactive Activities:** Hands-on activities or demonstrations where experts can interact with the platform and provide feedback.
   - **Q&A Sessions:** Open floor for experts to ask questions, provide suggestions, and discuss their thoughts.
   - **Feedback Collection:** Structured approach to gather feedback through surveys, forms, or guided discussions.

4. **Conduct the Sessions**

   Facilitation:

   - A skilled facilitator, member of the research team, will guide the sessions, ensuring they stay focused and productive.
   - Active participation will be encouraged and create an inclusive environment where all experts feel comfortable sharing their insights. This is the kick off for the collaborative Hub, therefore bonding around the topic and the project is important.

5. **Documentation:**
   - Record sessions (with consent) for detailed review later.
   - Take detailed notes, highlighting key points, suggestions, and action items.

6. **Post-Session Follow-Up**

   Analyze Feedback:

   - Review session recordings and notes to extract actionable insights.
   - Categorize feedback into themes and prioritize based on feasibility and impact.
   - Gather answers from instruments application.

Report Findings:

- Compilation of a comprehensive report summarizing the expert insights, feedback, and recommendations.
- The report will be shared with the development team and stakeholders to guide the next steps in the project.

7. **Implementation Plan:**
   - Develop a roadmap for incorporating expert feedback into the platform development.
   - Assign tasks to team members and set timelines for implementing the recommended changes.

8. **Continuous Engagement:**
   - Maintain an ongoing relationship with the experts, providing updates on the project's progress and seeking further input as needed.
   - Consider forming an advisory board with key experts for sustained guidance throughout the project lifecycle.

Activity 3: Developing a dissemination plan that outlines the channels, content, and schedule for ongoing communication efforts to engage stakeholders and the public.

1. **Design and creation of the project's website.**

In order to give visibility to the project and create a channel with information about it, which helps to communicate the mission, vision, members and scope of the project, we proposed a design and architecture of what would be the subsite.

Site Complex Thinking Education for All

2. **Publication of the project website:**

The site is currently published and some adjustments are being made.

https://www.research4challenges.world/complex-thinking-education-for-all