

The Best New Media Teaching Project – Call for Ideas

Are you ready to shape the future of education?

Then submit your idea to INGENIUM European University's The Best New Media Teaching Project competition. Submit your innovative ideas in participatory learning and share them with the INGENIUM European University Alliance and beyond! The competition will run once in 2025.

Two exciting categories:

- **Innovations in Participatory Learning:**

For educators and teaching staff reimagining learning environments to create inclusive, participatory learning experiences, whether through adapting gaming, world-building, and social networking into online or physical classrooms or creating entirely new programs.

- **Young Innovators Awards:**

For young visionaries aged 18–25, ready to turn bold, conceptual ideas into reality. Take your projects from the "garage" to the global stage!

Why Participate?

- Compete for the chance to present your innovative ideas at the 10 Days of Ingenium 2026 event in Romania or Sweden. Your travel and accommodation costs will be covered.
- Gain recognition and receive valuable feedback to refine and develop your concept further.

How to Enter:

- Submit a short information form (incl. a short concept synopsis and a summary of the proposal's novelty).
- Attach a presentation of the key aspects of your proposal. (Max. 6 slides, PDF)

Key Dates to Remember:

- Registration opens: April 7, 2025
- Submission deadline: September 30, 2025
- Winners announced: November 2025
- Prize trip to 10 Days of INGENIUM 2026, either [Gheorghe Asachi Technical University of Iasi](#), Romania 26.-30.1.2026 or University of Skövde, Sweden 2.-6.2.2026.

Evaluation

A specially appointed evaluation board will conduct the evaluation, and the final selection will be made by November 2026 at the latest. One winning proposal will be selected from each category. The evaluation criteria outlined below may also serve as a helpful guide when preparing your submission, highlighting the key aspects that will be assessed.

Evaluation Criteria:

Innovativeness

- a) Originality: What is the novelty of the designed learning environments/concepts?
- b) Technology: How effectively does the innovation introduce or leverage new technologies (for example, gaming, world-building, social networking or other virtual environments) in the learning environment?
- c) Participatory Methods: How well does the proposal ensure participatory learning in practice? (Incl. Interactive and co-creative processes)
- d) Disruption: Does the proposal challenge existing education and create a new program/concept?

Impact and Transferability

- a. Relevance: How inspiring and engaging is the innovation for its intended audience?
- b. Scalability & Adaptability: Can the concept be applied to different disciplines of target groups? / Can it be shared within the INGENIUM European University?
- c. Evaluation: Are there clear methods for assessing the impact on learning and engagement?
- d. Long-term Impact: Is there a scope for future innovation development?

Participants must still be registered staff members or students at INGENIUM institutions in February 2026, as the award can only be granted to individuals affiliated with INGENIUM. In both categories, the proposal can be made by a single individual or a two-person team.

Get ready to inspire. Get ready to innovate. Stay tuned for more details!