

# Addressing Digital Education Innovations through research at Vytautas Magnus University

Meeting with the OECD expert group



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# VMU ISI EdTech Centre

EdTech Centre activities are implemented at the Institute for Study Innovations focusing on:

- Development of methodology to select AI-supported EdTech solutions for university studies (university researchers and EdTech companies involved)
- Case-analysis and consultation group established (university researchers and EdTech companies involved)
- Joint events on EdTech integration into studies between academy and EdTech companies, schools and adult learning organisations
- EduLab and LivingLab areas supplemented with new EdTech solutions and recommendations (school and teacher training activities)
- Research project initiatives taken creating new networks with international researchers (e.g., Horizon)



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## EdTech Centre

The EdTech Centre aims to strengthen collaboration between university researchers and EdTech companies in developing digital education solutions. It aims to make sense of the integration of EdTech in teaching and learning and ensure the quality of the digital education ecosystem.

### The EdTech Centre activities:

- Identify university researchers working on EdTech thematic areas and invite them to collaborate with companies developing solutions for education / discover and matchmake the themes developed by university researchers with EdTech activities.
- Conduct research in collaboration with EdTech companies to reveal the added value of EdTech for education.
- Experiment with and pilot EdTech solutions in studies.
- Integrate EdTech solutions into digital competence qualification programmes and teacher training.
- Create opportunities for university students and teachers to experiment with EdTech solutions in a virtual didactic laboratory.

To contact VMU ISI specialists and researchers working in this field, please address us at [nuotolines@vdu.lt](mailto:nuotolines@vdu.lt)

Source: website extract presenting  
VMU ISI EdTech Centre, 2025

## National research project “Questioning Digital Didactics in School Education with the Elements of Artificial Intelligence” (DI-daktika)

**The project aims** to identify when digital didactics with elements of AI, informed by LA, enhance teaching, learning, and assessment.

### Project objectives and main activities:

- To identify the challenges of teaching, learning, and assessment using elements of AI, informed by LA, in classroom curriculum
- To develop a taxonomy of AI digital competence sub-set of digital competencies applicable to teachers and methodological guidelines on their development
- To design and assess pedagogical scenarios for using elements of AI, informed by LA, to enhance teaching, learning, and assessment
- To draw evidence-based recommendations for state institutions on how to substantiate solutions of using elements of AI, informed by LA, to improve the quality and sustainable advancement of classroom didactics and school education.

## Erasmus Policy experimentation project “Well-being in Digital Education Ecosystem” (WINDEE)



### WINDEE Purpose

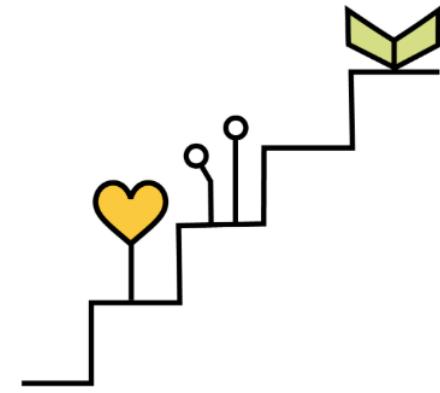
WINDEE aims to enhance digital well-being in education by equipping students and educators with tools, training, and environments that support healthy, focused, and engaging use of digital technologies.



**Project website**  
[www.windee.eu](http://www.windee.eu)

### Outcomes

- **Digital Well-being Framework** promoting responsible tech use, balanced digital environments, and data privacy by addressing personal, contextual, and device-related factors.
- **Evidence Base for Policy** including research, tool assessments, and case studies to highlight effective strategies for improving digital well-being in education across Europe.
- **Educator Training and Resources** which will include a self-paced course and materials on digital well-being, reaching 100+ educators and integrated into programs.
- **Stakeholder Community** that will consist of 200+ members, including educators, policymakers, and EdTech experts, fostering collaboration and dialogue.



# Schools educating for sustainability: changing the way we think and act



Funded by  
the European Union



**Project aims** to empower teachers and educators (T&E) to drive positive change in their communities through innovative teaching practices and problem-solving frameworks, and to enhance Education for Sustainable Development (ESD) by equipping educators with the skills and knowledge necessary to address pressing social-acute questions (SAQs) such as climate change and migration.

## Main results:

- Research based publications on ESD
- Teacher collaborative resource creation
- Online downloadable resource database for teachers

# Augmented and Immersive reality in Higher Education



Funded by the  
European Union



Main activities:

- Collecting practices
- Developing AIR courses
- Training HE teachers

**The project aims** to design practical support strategies tailored to university lecturers and to develop special learning paths for students applying innovative pedagogical methods and open-source augmented and immersive reality solutions to improve the teaching and learning experience. The resources developed will enable the integration of augmented and immersive reality technologies into existing courses and academic projects.

**Project title:** Augmented and Immersive Reality in Higher Education (AIR)

**Project No:** 2025-1-IT02-KA220-HED-000359340

**Project coordinator:** CONSIGLIO NAZIONALE DELLE RICERCHE – Istituto per le Tecnologie (CNR), Italy



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