| **MODULE DETAILS** | |
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| Module Title | Applied Multilogue Tools & Miscellaneous |
| Description of the Module | This module introduces one of the tools from the booklet. Since first-hand experience is more valuable than a mere theoretical approach, it is advisable for the participants to test as many tools as possible during the event. Preferably, the tool is being introduced to the participants through their usage. While doing so, the tool can be connected to any topic. The topic could be, for instance, related to issues concerning higher education or to the question of how to create a multiplier event. But also other topics can be chosen that are of importance to the hosts and not connected to multilogues, such as a presentation on the hosting institution. Some topics could be difficult to combine with a tool from the toolbox and can be introduced into the event on its own at any suitable time.  As many of the other modules already introduce one or more tools, this module does not necessarily need to be chosen separately. It may be combined with any of the modules, most of all three, four, and five.  It also has to be taken into consideration that different readiness domains might allow for more or less complex tools to be used within different groups. |

| **MODULE LEARNING OUTCOMES (knowledge and skills)** | |
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| **Upon successful completion of this module, the educator will:** | |
| LO1 | have experienced one more tool from the toolkit. |
| LO2 | be able to teach one more of the tools to others. |
| LO3 | have engaged in questions connected to higher education or another important topic. |

| **INDICATIVE CONTENT (LIST TOPICS TO BE COVERED)**  **Detailed syllabus and Content annotation** |
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| * Description of the implemented tool and the task to be completed. * Execution of the task by the participants * Ideally, a circle or suchlike where the findings can be shared and challenged |

| **POSSIBLE TOOLS, METHODS & RESOURCES** |
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| 1 | Any of the 20 tools from the toolkit (digital implementation: accordingly) |
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| 2 | No tool or resource at all |

| **BEST PRACTICE EXAMPLES** |
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| The hosts find the tool of reverse brainstorming quite intriguing, but do not know how to combine it with any of the other modules. In addition, they have not had yet the opportunity to discuss how to create a multiplier event themselves. Therefore, they invite the participants to brainstorm on how a multiplier event should *not* look like. Proceeding from the resulting ideas, the hosts will then introduce their findings of how such an event could be structured. This, in turn, might lead to a discussion with the entire group about the advantages and disadvantages of the proposed modular system.  In addition, the hosts want to introduce the institution holding the event and to promote another event planned for the month after. The hosts did not find any suitable tool for these topics and decided to inform the participants without including any of the tools.  The time estimated for this module can vary from 30 to 90 minutes. |