TOPIC FIVE: DIGITAL SKILLS

FOR VET LEARNERS AND PROFESSIONALS IN THE HOSPITALITY INDUSTRY



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Title: PR3 Course 'Sustainable Hospitality Digitalisation Toolkit' Project No. ERASMUS+ PROJECT 2021-1-LV01-KA220-VET-000033140 Digital Course Part: Digital Guest Platform Playbook Session Plans for Hospitality VET Learners and Professionals





TOPIC 5 'DIGITAL SKILLS' session plan for vet learners and hospitality industry professionals

No	Content	Explanation/header		
1	Problem/Topic	In this session you will find out why learning digital skills is so important, and we need to find out what it means to have a certain <i>skill</i> . We have adapted the materials to the 8 different learning styles, so in order to gain the most from this session, we strongly encourage you to test yourselves in your preferred learning style before proceeding. Take the test here: <u>https://how-to-study.com/learning-style-assessment/</u>		
2	Estimated time consumption on the learning process/Activities	Between 5-10 hours		
3	Learning activities	There are several kinds of learning activities in session plan that will address most of the 8 learning styles described in the two books published in conjunction with this project. Regardless of your preferred learning style, we do strongly recommend that you read the chapter on Digital Skills before embarking on the learning activities below. Reading material		
		• The dedicated chapter in the Sustainable Hospitality Digitalisation Guidebook digital brochure is the perfect way to gain more knowledge on this topic if you are <i>The Linguistic Learner or Verbal Learner</i> .		
		Case material • The following case material is suited for <i>The</i> <i>Kinesthetic Learner or Physical (tactile) Learners</i>		
		 <u>https://study.com/academy/lesson/what-is-digital-</u> <u>literacy-definition-example.html</u> 		
		 <u>https://www.academia.edu/10670324/digital_skills?</u> <u>sm=b</u> 		
		 <u>https://www.liverpoolcityregion-ca.gov.uk/digital-skills-case-studies/</u> 		
		• <u>https://www.forbes.com/sites/jasonbloomberg/201</u> 8/04/29/digitization-digitalization-and-digital-		







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	<u>transformation-confuse-them-at-your-</u>	
	<u>peril/?sh=c6438402f2c7</u>	
•		
	impact-of-digital-communication.html	
	https://www.acioncodiract.com/science/article/abs/	
•	https://www.sciencedirect.com/science/article/abs/	
	<u>pii/S0747563217301590</u>	
•	https://study.com/academy/lesson/promoting-	
	digital-self-monitoring-skills.html	
Video material		
•	The following videos are suited for most of the 8	
	learning styles, as they in various ways combine	
	different learning styles. We encourage the <i>Kinesthetic</i>	
	Learner or Physical (tactile) Learners to view them	
	together with others who are interested in this topic.	
	Perhaps a colleague at work or a fellow student.	
•	https://youtu.be/iIB5-AcazN4	
	https://wayty.ba/tijECa2paSA	
•	https://youtu.be/tijFGo8pcSA	
•	https://youtu.be/A8yQPoTcZ78	
•	<u>https://youtu.be/XqV_Yz-gjkI</u>	
Sugge	estions to courses on the topic	
•	The following suggests are especially suited to The	
	Interpersonal Learner or Social Learners (aka	
	Linguistic Learners)	
•	Cornell:	
•	https://ecornell.cornell.edu/certificates/technology/	
_	<u>digital-leadership/</u>	
•	https://ecornell.cornell.edu/certificates/hospitality-	
	<u>and-foodservice-management/hospitality-digital-</u> <u>marketing/</u>	
	<u>IIIai Ketilig/</u>	
•	University of Surrey:	
	https://www.surrey.ac.uk/postgraduate/internation	
	al-hospitality-management-digital-innovation-online-	
	msc	
•	Derby University:	
	https://www.derby.ac.uk/undergraduate/marketing	
	-courses/digital-marketing-bsc-hons/	









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for Hosp	pitality VET Learners and Pr	ofessionals		European Unio
4	Goals	Upon finishing this part, you should	be able to:	
		 Knowledge: Learn basic essential digital to: use devices like a compute 		-
		 for simple, personal and wor Find and use the information Understand how to be safe an About Communication and N Improve your Functional Skill 	on the internet nd responsible c etiquette	
		Skills Learning to apply the knowle training and self-study 	edge goals abov	e through
5	"Ifthen you can"	 After completing this part, you will l Embrace new technology Understand how you can automated systems and AI. the norm, our roles mus environment. Research the industry or pro and read job descriptions to you already have and what you already have and you already have and what you already have and what you already have and you already have	add value ou As automation at adapt to th fession that inte o understand w	becomes ne digital erests you rhat skills
6	Guidelines (points)	The starting point of this session which of the 8 learning styles fit yo learning material/activity that su "learning style test" here before yo to-study.com/learning-style-assess Subsequently, it is important that yo the "Goals" listed above for this sessi through the material and what you this, we invite you to look at the learn the learning activity that best suits y we strongly encourage you to use to session plan as your guide. Having completed that, you can div "Cases for practice" that we sugges deeper understanding of the topics i up with the "Test" and the "checklist" the course.	u best, and then hits you best. ou proceed: http ment/ ou acquaint you ion, as they will g should get out o ning activities an your learning sty the "Goals" liste e into the many st, where you w n this session pl	a seek the Take the DS://how- rself with guide you of it. After and choose yle. Again, ad for this different yill gain a an. Finish

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7	Cases for practice (individual/in groups)	 Here are some "best practice" cases that we would recommend that you work on in order to better understand the topic of this session. Depending on your learning style we suggest that you choose the ones that fit you the most. Mitel is a global market leader in business communications. See more here: https://www.mitel.com/blog/5-best-practices-for-digital-transformation-success-and-speed An official website of the European Union. See more here: https://digital-skills-jobs.europa.eu/en/inspiration/good-practices At Study.com the also have a whole section of Cases and articles to study (Free, but login required). See more here: https://study.com/academy/lesson/what-is-digital-literacy-definition-example.html
8	Test	 In order to accommodate the 8 different learning styles, we strongly suggest that you take the "test" below in a manner that resonates with you. For example, if you are an Interpersonal Learner or Social Learner (aka Linguistic Learner) you might want to do this with others, whereas if you are a Naturalist or Natural/ Nature Learner you might wish instead to test some of the questions below in real life. Please describe the connection between digital, digitalization, and green skills and why it is so important to understand. Please describe briefly how the COVID-19 pandemic has helped to increase people's digital skills. How developing your digital skills can help you to find a job?
9	Checklist	 Do you understand the difference between digital, digitalization, and green skills? Is it clear to you why is it important to develop digital skills nowadays? Could you be able to describe some advantages of improving your digital skills? Can you name some sectors where having digital skills is necessary if you want to apply for a job? Please name some technology you may use.
10	Link to the next topic – suggestions – feed up	 Topic 2 Digitalisation Topic 7 The Tools of Digitalisation in Hospitality Topic 14 Economic Benefits from Sustainable Hospitality Digitalisation Practices







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l Course Part: Digital Guest Platform Playbook Session Plans			Co-funded by European Un	
		 Topic 15 Development of E Professional Networks 	Intrepreneurial I	deas and
	Activities and environment for 8 learning types:	Please make sure that every se activities and environment for 8 le and integrate it in the descriptions	•	
	The Linguistic Learner or Verbal Learners (aka Linguistic Learners):	Squeak: With this tool, students Projects. Squeak is a tool programming tha simulations, books interactive, experiments ACTV: do a desk research about th in the last 50 years and how impro- benefit you in the future.	t allows research quizzes, or tr ne evolution of te	n, creates ivial, do chnology
	The Naturalist or Natural/ Nature Learners	Take some photos of different kind an infographic to share with peopl your digital skills can help you in th	le to show how in	0
	The Musical or Rhythmic Learner or Aural (audio) Learners	Follow the instructions of this tute google slides about how improvin benefit you in the future. How To: Quick Tutorial for New Go	orial and create ng your digital s	skills can
	The Kinesthetic Learner or Physical (tactile) Learners:	Create your CV in Google Doc or Ca	•	
	The Visual or Spatial Learner or Visual (spatial) Learners	Create a survey about this topic wi to show the results using graphs, d	0	nd a PPT
	The Logical or Mathematical Learner or Logical (analytical) Learners:	DIPITY: With this tool, you can timeline, about some fact that we audio, videos, links and maps of Go can view and share. Actv: create a timeline on Techno people have improved their digit years.	e are studying an ogle Maps.Once o ology Evolution	nd insert done, you and how
	The Interpersonal Learner or Social Learner (aka Linguistic Learners):	STORYBIRD: it's a tool that allows us In addition to promoting the us encourages the development imagination to compose texts. Activity: write a story on STORYBI the importance, advantages, and di your digital skills.	use of written of creativity RD or GOOGLE D	language and the OC about

18 Memo:

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The Linguistic Learner or Verbal Learners (aka Linguistic Learners): The linguistic learner is one who learns best through linguistic skills including reading, writing, listening, or speaking. (Verma, E, 2023).









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The Naturalist or Natural/ Nature Learners: The naturalist learns by working with, and experiencing, nature. If this sounds a lot like a scientist, it's because that's how scientists learn. The naturalist loves experiences, loves observing the world around them, and captures the best information or knowledge through experimentation. (Verma, E, 2023).

The Musical or Rhythmic Learner or Aural (audio) Learners: The musical or rhythmic learner is one who learns using melody or rhythm. (Verma, E, 2023).

The Kinesthetic Learner or Physical (tactile) Learners: The Kinesthetic learner is a person that learns best by actually doing something. (Verma, E, 2023).

The Visual or Spatial Learner or Visual (spatial) Learners: A visual or spatial learner is a person who learns best if there are visual aids around to guide the learning process. For example, someone who can learn best from diagrams, pictures, graphs would be a visual or spatial learner. (Verma, E, 2023).

The Logical or Mathematical Learner or Logical (analytical) Learners: The logical or mathematical learner must classify or categorize things. They also tend to understand relationships or patterns, numbers and equations, better than others. (Verma, 2023).

The Interpersonal Learner or Social Learners (aka Linguistic Learners): The interpersonal learner is someone who learns by relating to others. Often, these people share stories, work best in teams, and compare their ideas to the ideas of others. (Verma, 2023).

The Intrapersonal Learner or Solo Learners: The intrapersonal, as opposed to interpersonal, learner is someone who works and learns best when they are alone. (Verma, 2023).

19 Memo:

The course elements include the elements and features to meet the needs of all styles of learning digitalization. As the course is aimed at a wider audience, to make more effect of the course, it is based on the principles of including the elements and activities according to three Learning Approaches. The course elements are based on the approaches: the Behaviourist Approach, when activities are built to respond to some form of stimulus, the Cognitive Approach, when the activities are based on knowledge and knowledge retention, and the Humanist Approach, based on explanations of individual experiences – in that case by representing good

practices and challenges by sustainable hospitality companies and their challenges in digitalization. Approaches to embedding sustainability and ESDGC in the content of hospitality digitalization are used. On the basis of the Theory of Planned Behaviour that allows to assess of thoughts before and after education, the surveys can be offered and analyzed to measure the output of the session plan,

increased capacity of digitalization skills, and development of entrepreneurial ideas to benefit from competences.









