

Cluster Learning & development

Internship | Digital Dexterity

From September 2023

Within the Learning & Development cluster at Awareways, various content is being developed. In this internship assignment, you will work on the development of learning content related to the topic of digital dexterity. You will delve into the subject and formulate learning objectives based on research. Subsequently, you will transform these learning objectives into various microlearnings that can be used for our clients. Additionally, you will support the cluster in tasks such as brainstorming, developing, or evaluating learning interventions or advice.

The value you bring lies in the opportunity for in-depth exploration. You will have the time and space to thoroughly delve into the content and the target audience for the learning intervention. Experience in developing educational materials or familiarity with the topic of digital dexterity is therefore preferred.

The final product of the internship consists of the following:

- Ideal behavior for digital dexterity
- Learning objectives for digital dexterity
- Clustering of the learning objectives into a plan: identifying the required microlearnings
- Developed microlearnings for the theme of digital dexterity (e.g., quizzes)

The developed microlearnings should be tailored to the target audience (Awareways' clients) and ready for implementation with our clients.

The internship is aligned with the requirements of the University of Utrecht. The duration of the internship is 10 weeks, 20 hours per week (including documentation). You will be present for two days a week in most cases.

We are looking for:

- Fourth-year bachelor student from the University of Utrecht for a graduation internship
- Affinity with designing learning materials is necessary
- Experience in developing learning assignments and/or familiarity with the topic of digital dexterity is preferred
- Proficient in Dutch and/or English

If you have any questions or are interested, please email learning@awareways.com