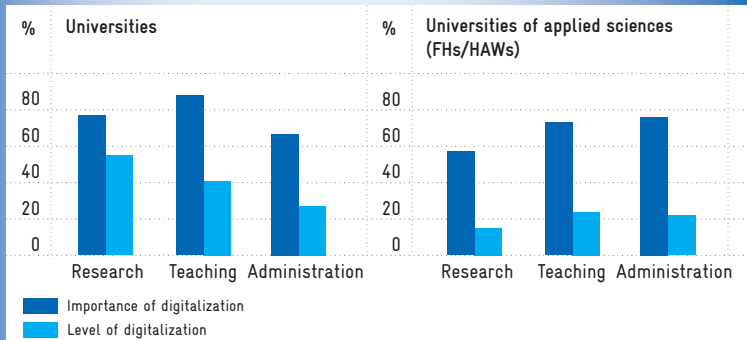


# B 4 Digitalization of tertiary education institutions

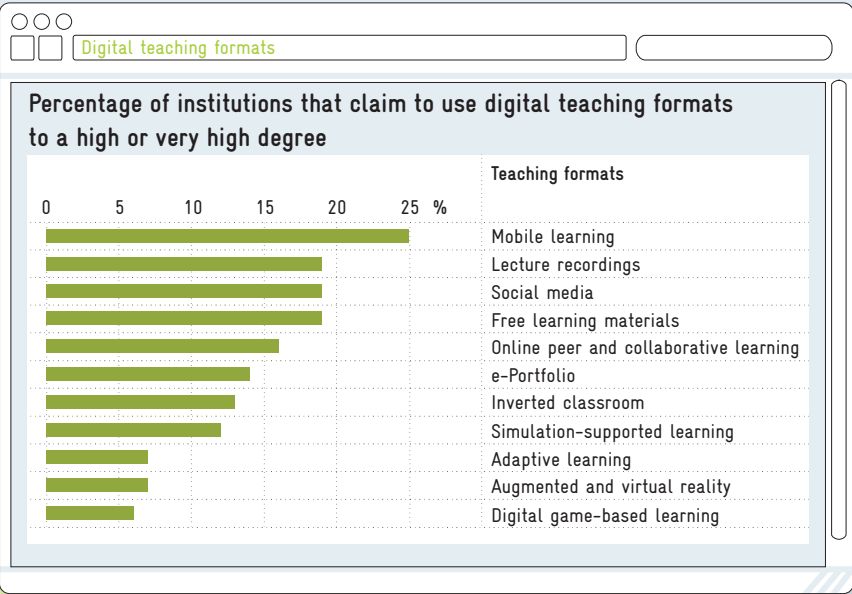
German tertiary education institutions – according to their own statements – attach great importance to digitalization. However, this is not reflected equally well in the levels of digitalization achieved in research, teaching and administration. Significant development potential therefore exists for the continuing digitalization of German tertiary education institutions, above all in teaching and in administration.



Percentage of institutions that consider the importance of digitalization and their level of digitization to be high or very high, by sector and institution type



The digitalization of teaching denotes the permeation of digital components and learning tools through teaching and learning processes.



## Glossary of teaching terms

### Mobile learning

Mobile learning denotes all learning processes that use mobile, portable devices.

### Open educational resources, OER

Open educational resources are teaching and learning materials not subject to a term of protection or provided under a free licence.

### Online peer learning/collaborative learning

The terms online peer learning and collaborative learning denote forms of study in which at least two students share their knowledge and experiences online and solve problems together.

### e-Portfolio

e-Portfolios are digital collections of learning process documentation and learning products. They help to map and visualize the learning process, and thereby evaluate it.

### Inverted classroom

In the inverted classroom technique, dissemination of knowledge is transferred in self-study, usually through online tools and resources. Intermediary phases of attendance classes seize on specific aspects that posed problems for students during self-study and explore them in detail.

### Simulation-supported learning

Simulations are interactive visualizations that use a simplified model to analyze an issue or situation, thereby making it possible to illustrate interrelated causes and effects.

### Adaptive learning

Adaptive learning is a teaching method that uses learning environments which tailor content to students' individual requirements and unlock certain content only when defined criteria have been met.

### Augmented and virtual reality

Augmented reality is an experience in which perceptual information supplements objects in the real world. Virtual reality, on the other hand, involves complete immersion into a virtual environment.

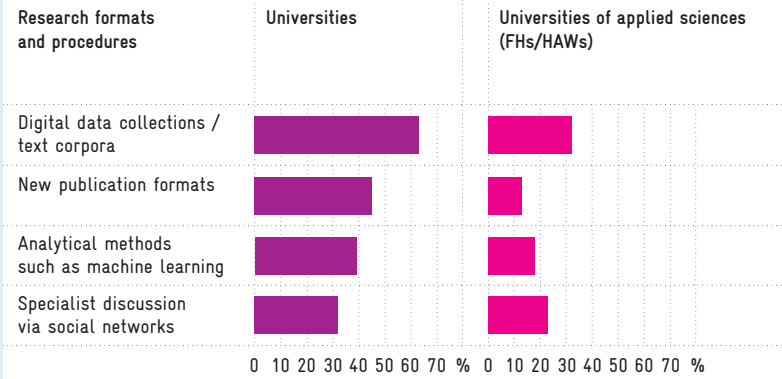
### Digital game-based learning

Digital game-based learning is a digital variant of educational games. The structure and content of these games are shaped by pedagogical considerations; the objective is to achieve predefined learning outcomes.

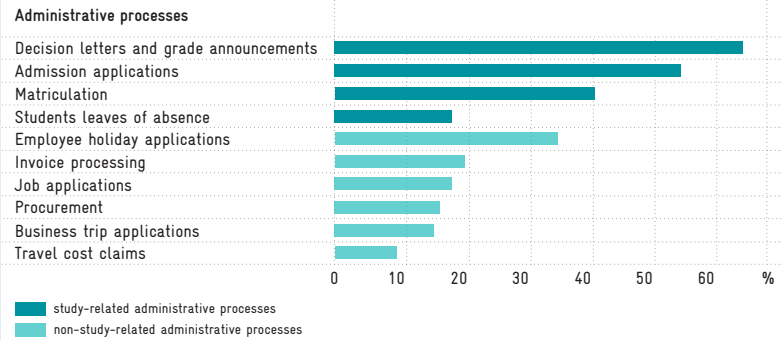
In terms of research, digitalization relates to the increasing application of computer-assisted procedures and the systematic use of digital resources.



Percentage of institutions that claim to use digital research formats to a high or very high degree, by institution type



Percentage of institutions who claim to have fully digitalized the following administrative processes



The digitalization of administration involves reshaping administrative workflows to create a digitally networked process.

