SINCOE Supporting Innovation Competence in Online Education

https://sincoe.turkuamk.fi

Innovation competences	Definition	Ability to create, introduce, adapt, and/or apply a beneficial novelty in any part of an organization.That is to say, being able to introduce something new (an idea, a method or process to do something, or a device, or an invention) or the useful improvement of something that already exists and adds value to people/organizations and society/planet. In the search for adding value, the innovation process starts with the proposal and generation of new ideas and ends with using the results.
Creativity	Definition	Ability to think beyond existing ideas, rules, patterns or relationships. To generate or adapt meaningful alternatives, ideas, products, methods or services regardless of possible practicality and future added value.
Critical thinking	Definition	Ability to analyze issues, evaluate advantages and disadvantages, and estimate the risks involved for a purpose. Optional items can be used to take into consideration ethical principles, sustainability and a research-based approach.
Initiative	Definition	Ability to make decisions or take actions to operationalize ideas that foster positive changes. To influence creative people and those who have to implement the ideas.
Teamwork	Definition	Ability to work effectively with others in a group.
Networking	Definition	Ability to cooperate with people outside the work team who are important to the task of the group.
Dimension	**ID**	**EN(reference)**
CREATIVITY	1	Use intuition and own knowledge to generate ideas.
CREATIVITY	2	Find new ways to implement ideas.
CREATIVITY	3	Create original solutions to problems or exploiting opportunities.
CREATIVITY	4	Make suggestions to improve current process products or services.
CREATIVITY	5	Present novel ideas.
CREATIVITY	6	Show inventiveness in using resources.
CREATIVITY	7	Search out new working methods, techniques or instruments.
CREATIVITY	8	Refine ideas.
CRITICAL THINKING	1	Use trial and error analysis for problem solving.
CRITICAL THINKING	2	Develop and experiment with new ways of problem solving.
CRITICAL THINKING	3	Challenge the current state.
CRITICAL THINKING	4	Face the task from different points of view.
CRITICAL THINKING	5	Take into account multiple impacts.
CRITICAL THINKING	6	Ask "Why?" and "Why not?" and "What if?" in a targeted manner
CRITICAL THINKING	7	Take an acceptable level of risk to support new ideas.

Diemension	DraftID	EN(reference)
CRITICAL THINKING	*Opt.*	*Adheres to the ethical principles and values of the field of profession.*
CRITICAL THINKING	*Opt.*	*Make decisions based on data and evidence.*
CRITICAL THINKING	*Opt.*	*Analyze sustainability challenges, their interdependencies and the various aspects of issues and problems.*
CRITICAL THINKING	*Opt.*	*Use information in finding, implementing and establishing sustainable solutions and operating models.*
INITIATIVE	1	Foster improvements in working environment.
INITIATIVE	2	Dare to experiment new ideas.
INITIATIVE	3	Go beyond expectations in the assignment, task, or job description without being asked.
INITIATIVE	4	Take action to convince people to support an innovative idea.
INITIATIVE	5	act systematically.
INITIATIVE	6	Start actions without hesitation.
TEAMWORK	1	Be attentive when others are speaking, and responds effectively to others' comments during the conversation.
TEAMWORK	2	Invite feedback and comments.
TEAMWORK	3	Takes constructive feedback into account.
TEAMWORK	4	Identify the sources of conflict between themselves and others and between other people and take steps to harmonise conflict situations.
TEAMWORK	5	Provide and accept constructive feedback, cooperation or help to and from team colleagues.
TEAMWORK	6	Work well with others, understanding their needs.
TEAMWORK	7	Consult about essential changes.
NETWORKING	1	Discuss with people with different kinds of ideas and perspectives to extend your own knowledge domains.
NETWORKING	2	Bring ideas from outside into the group.
NETWORKING	3	Share timely information with the appropriate stakeholders.
NETWORKING	4	Build formal and informal relationships outside the team/organisation from the beginning.
NETWORKING	5	Interact well in multidisciplinary/multicultural/international environments.